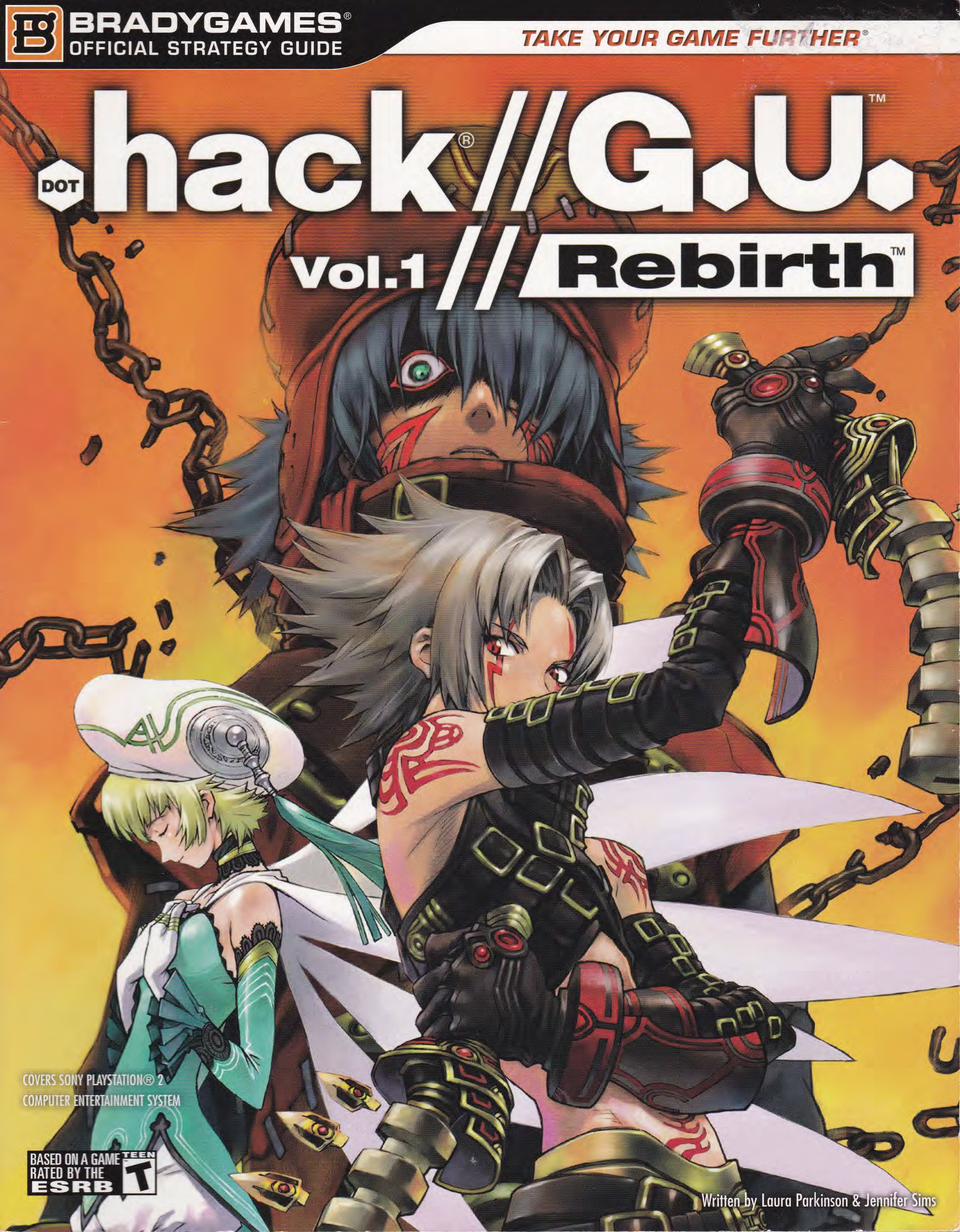
BRADYGAMES®
OFFICIAL STRATEGY GUIDE

TAKE YOUR GAME FURTHER®

.hack®//G.U.™ Vol.1 // Rebirth™



COVERS SONY PLAYSTATION® 2
COMPUTER ENTERTAINMENT SYSTEM

BASED ON A GAME RATED BY THE ESRB — TEEN T

Written by Laura Parkinson & Jennifer Sims

.hack//G.U. Vol.1//Rebirth



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GETTING STARTED

This section takes you through the basics of playing *.hack*®*//G.U.*™ *volume 1*. It includes helpful pointers on topics such as getting around town, the basics of towns vs. areas, shop information, and how to use your menus.

For more details information such as various tables, specifics on dungeon exploration, and combat, see "Advanced Hacking," the next chapter of the guide.

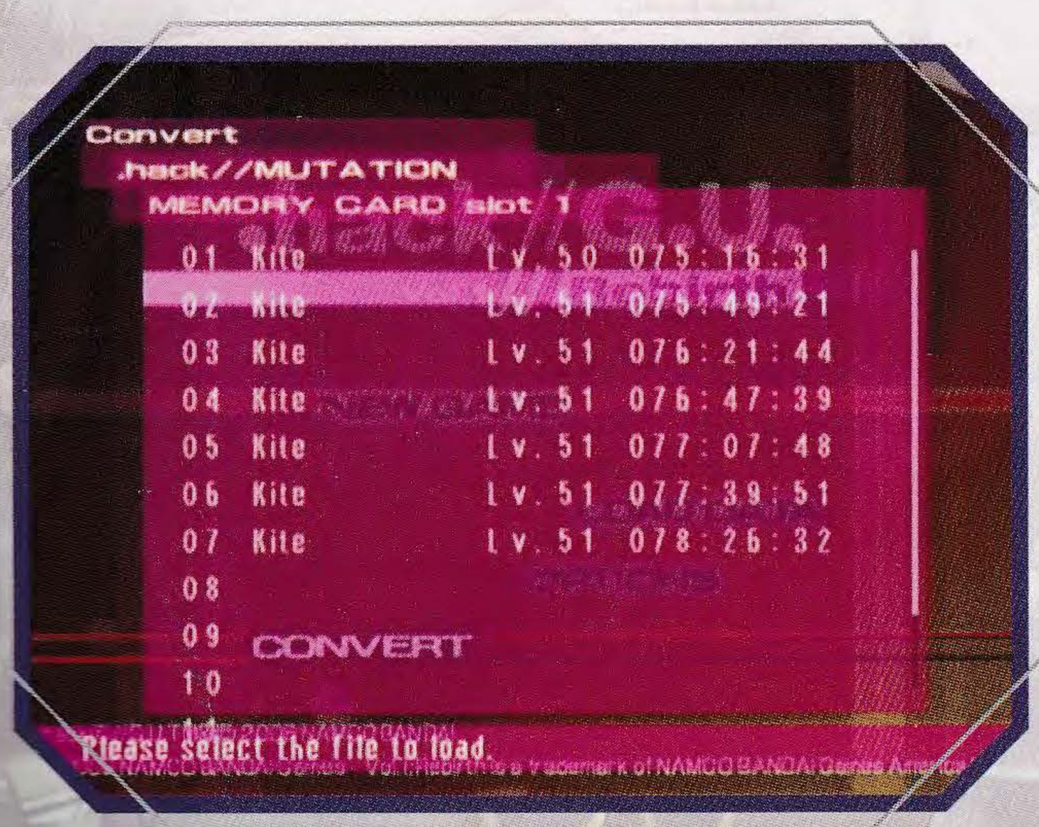
[INTRO TO THE GAME

For those who were introduced to *.hack* with the previous series, some things will seem very familiar and some will take some getting used to. This is a second version of the popular online game, The World R:2. A few names and places return from previous games. At first glance much of the overlying structure seems the same, with features such as the Desktop, Chaos Gate, the various game servers and the areas separated from town.

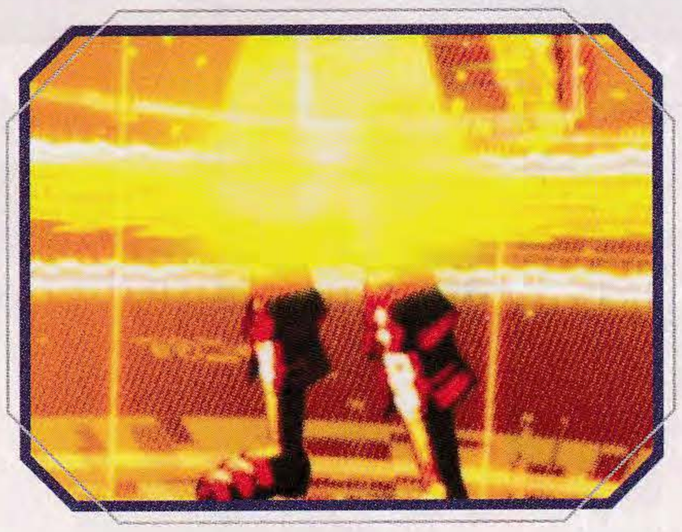
Once you delve a bit deeper, you find that it's not exactly the same game. Menus and combat systems have been tweaked, fields and dungeons are no longer combined, most of the faces are new, and completely new concepts have been added to the game such as guilds and player-killing (PKing). All in all, it's a blend of new and old that should bring back some nostalgia, while giving a feeling of something fresh and new.

Those completely new to the game need not worry–this is an all new adventure. Knowing the story before lets you understand how things connect slightly better, but the overall story is completely new and different, and takes no prior knowledge to understand and enjoy.

When you start a new game of *.hack//G.U.*, you are given the option to convert saved data from the previous *.hack* series. If you have the cleared game data from one of those games on your memory card, select it to convert the data. This unlocks an extra email that you can receive partway through the game, along with possible extras later on in the series. You only need to convert one game's cleared data, since they all give the same bonus.



Once the new game is started sit back and enjoy the opening movies, and once you're ready to dive into the action move on to the first walkthrough section, which includes the opening tutorial area. Go through the tutorial first if you like–this section will still be here when you are done, ready to help you master the game once you really get into the thick of things.



[THE DESKTOP

The game is split into "game" and "real world" segments, with the Desktop acting as the real world portion. Here you, as the player of the character Haseo, use various functions such as email and bulletin boards to communicate with other "real life" personalities.

The Desktop is also customizable, allowing you to change backgrounds and music once you've unlocked various alternates in the game.



To select an icon press left and right on the analog stick to spin the icons around in a circle. Once the cursor rests on the icon you want, press ✕ to utilize that function of the Desktop. To exit back out, press ◉. If you have something new that you haven't yet viewed under an icon, the word "new" appears at the upper left corner of the icon, giving you an easy way to see if you have new information available without selecting each icon every time you visit the Desktop.

A detailed section on the Desktop functions can be found in the "Desktop" section of this guide.

CHARACTERS AND OTHER PEOPLE

In *.hack//G.U.* you, the player, take on the role of a character named Haseo inside The World. This character starts out fresh at the very start of the game, but by the time you regain control of him he already has quite a history in The World. Don't fret–you don't have to jump right into the game with a high-level character and a bunch of items and friends pre-earned. Events unfold during the early stages that bring you back to an even playing field, while helping to give an additional twist to Haseo's personal goals.

The idea behind *.hack* is that it's supposed to be an online game. You will naturally interact with all sorts of other characters, different types, and personalities. The following sections should help you to sort them all out, and keep from getting confused by their roles and actions.

PCS, NPCS, AND PARTY MEMBERS

In most games all characters that aren't controlled by you directly are indirectly are referred to as NPCs, or Non-Player Characters, while your main character and those who join your party are PCs, Player-Characters. Similarly, in online games, characters played by actual people are PCs while those coded into and controlled by the game itself are NPCs.

Here things are a little different, which can get confusing if you don't know what's going on. Since this is an offline game mimicking an online RPG, the game (as well as this guide) uses the term "PC" to refer to any character that is supposedly played by a real person. Thus, the characters that you run into in town or on the field that are supposed to be other people playing the game are called PCs, even though they're not in your party, and not controlled by you.



NPCs in this game are the different characters that are meant to be coded straight into The World, such as shopkeepers and characters that appear during quest events. In The World, these are usually easy to differentiate from PCs, as the roles of shopkeepers and quest givers have been given to steam-driven dolls known as "Vital Vistas," which are obviously different from the PC races.

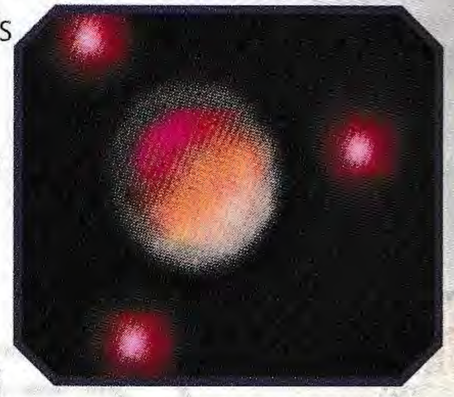


Other NPCs take the form of Grunties, which are altered in this version of The World and serve specific guilds.

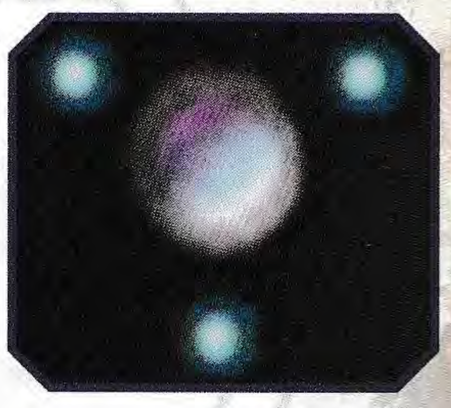
Party members are a subset of PCs that Haseo has talked to and gotten to know, and he has received their contact information. This allows him to send them a "short mail" to invite them to his party, as long as they're in The World and not busy. You have more interaction options with these party members, and they play a more important role in the storyline than most other PCs.

Party members are also notable in that they have an affection rating for Haseo. This is raised in a number of ways–by sending the "correct" responses in various email exchanges, in a few cases by responding correctly to forum posts, by fighting alongside (and healing) the character, or by giving them gifts or greeting cards.

Affection is partly useful for game background as it allows you to learn more about the character, as they send you more emails and disclose more personal information. It also helps in battle as characters interact more easily with Haseo, and helps you obtain better deals when you trade with those characters.



Affection is displayed on the Status and Party submenus and on the Contact List on your Desktop. The icon starts off as one large red dot, and as affection grows, more and more dots appear surrounding it, to a maximum of five. When affection grows beyond that point the dot turns blue and becomes one large single dot, eventually gaining more blue dots around it to a maximum this time of three.



INTERACTION

To speak with another character, face them and press ⊗. This has different results for various NPCs–it opens a shopping menu when speaking with a shopkeeper, while NPCs that are part of a special event open the menu for that particular campaign. Your own guild grunty opens the various options for guild activities, while still other NPCs may have special functions.

When you speak with a normal PC you open up a short menu of choices. You can talk to the PC to hear normal chatter, or you can open a trade option. The trading screen is divided into two windows, one for Haseo and one for the PC. For a more detailed description of trading (and the items you can obtain from it) flip to the Trading section of this guide.

JOBS

Each PC has one of a number of different jobs, which determine their skills, equipped items, and role in a party. They can usually be told apart in battle by their equipped weapons, although without those weapons it's a lot harder to tell what job a character might be.

Twin Blade

These light, fast characters use two smaller swords, one in each hand, rather than one larger blade. They are agile and strike more often than most jobs, but not as heavily armored, and their defense is not as good some of the more "heavy" classes.

The main character of the original *.hack* series, Kite, was a Twin Blade, as is the main antagonist in this game, Tri-Edge.

Blade Brandier

These are swordsmen, characters who wield a long but light blade such as a longsword or katana. They're somewhat in the middle as far as the physical fighters go—not as quick or light as a Twin Blade or Tribal Grappler, but not a heavily-armored tank like a Lord Partizan. They have average strength and mobility, and wear light armor.

Edge Punisher

Also swordsmen, these characters wield gigantic two-handed swords. They are slower than the Blade Brandiers, but each strike is more powerful. Their broadswords are good for cutting down armored foes, and their protection is better than that of the lighter classes.

Lord Partizan

Even more heavily defended than Edge Punishers, Lord Partizans wear the same heavy armor but wield gigantic lances instead of the huge swords preferred by the other class. Although they have high physical defense, their defense against magic is generally lacking.

Tribal Grappler

These are the grapplers and scrappers of The World—characters that use their fists instead of actual weapons. They equip gloves in their weapon slots, and are very quick, with higher HP than most of the "light" classes. They have limited reach however, and use light armor with less defense. These characters are good for racking up high combos.

Steam Gunner

As the name implies, these characters use various guns as weapons, and are good at long-range attacks. They do have limited ability in close-quarters combat due to their bayonets, but they are more effective from afar, and use lighter armor because of it.

Adept Rogue

These are the jacks-of-all-trades in The World. Over time as they increase in level and complete various quests, they gain access to the various weapons and relevant Arts used by other jobs, but because they are leveling different weapons at once, they tend to have access to much fewer Arts than a "pure" job of the same level that uses that weapon. Adept Rogues start out with a Twin Blade's dual swords as their first available weapon type, but can equip heavy armor.

Haseo, the main character of this game, is an Adept Rogue.

Harvest Cleric

The healers of The World, Harvest Clerics use staves to cast various healing and other spells. Their primary focus is on restoration and support, although over time they do gain access to more offensive Arts (but not in the character levels allowed by this volume). Harvest Clerics are in high demand in parties and in the Arena, as they are easily the best characters to keep the rest of the party members alive and fighting.

Shadow Warlock

Those with this job are the attack mages of the game, mastering various elemental magic attacks. They use grimoires, giant books of magic that they carry open in front of them during battle to cast their spells. Eventually (in higher levels than the scope of this volume) they learn healing magic, but not effectively.

Flick Reaper

Flick Reapers wield gigantic scythes, and have sweeping attacks that are good against multiple enemies rather than a single foe at a time. This job does not yet appear in this volume of *.hack//G.U.*, except in the background information.

Macabre Dancer

A magical type of class that uses status and ability-affecting magic, and is balanced in the other types of magic, healing and attack. Like the Flick Reaper, these do not appear on stage in the first volume of *.hack//G.U.*

RACES

Along with the second version of The World has come the introduction of new races. Player characters are now split between humans and three types of beasts, while NPCs may be of additional races.



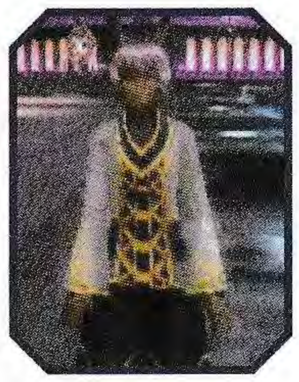
Humans

One of the races available to PCs, humans are just what you'd expect to bump into on the street. They are normal people, with average abilities, although they come with many different appearances in the game.



Ya Tribe Beasts

Large and hulking, the Ya Tribe are the more visibly "monstrous" of the beasts. As their build suggests they are strong and well-defended, but they have limited magical ability, or defense against the mystic arts.



Lei Tribe Beasts

More of a human size and shape, Lei Tribe are usually canine or feline in appearance, and are quicker and more agile. What they make up for in their speed, they lose in defense.



Tu Tribe Beasts

These small, cute characters are the strongest characters in terms of magical arts and resiliencies, but as their tiny stature would attest, they have almost no strength and limited physical defense.



Grunties

A bit different from the beasts of burden familiar to veteran ***.hack*** players, Grunties are now small child-sized NPCs that stand on two legs, but retain the bestial face and general form of their predecessors. Grunties are mostly used as guild mascots in the game, allowing you access to various features of your own guild, and acting as "greeters" for those visiting a guild that is not their own.



Vital Vistas

In the game's background story these creations are "dolls" of human manufacture, powered by steam and with varying degrees of self-awareness and intelligence. On a practical level, these are the NPCs that you interact with most, taking on roles as shopkeepers and quest characters. They are shorter and rounder than humans in appearance, with black featureless faces.



Others

Aside from these races there are other intelligent (or semi-intelligent) NPCs that you encounter during the game, of a race different than these. Examples are Lucky Animals and Chim Chims, both found in various areas. These NPCs each have limited and specific functions.

[CONTROLS AND MENUS

Obviously if you're going to learn the basics, you should know how to control your character and navigate the various menus, so this sub-section helps you to do just that. These are the controls for simple town navigation and interaction only–subjects such as combat controls and interaction with the various dungeon features falls under the "Advanced Hacking" section.

CONTROLS	
⊗	Talk to characters / interact with objects / Select an option
○	Cancel
△	Open the menu
□	Used with some submenu commands
Left Analog Stick	Move your character (the tilt determines how fast the character walks/runs) / scroll through menu options
Right Analog Stick	Camera control
Control pad	Scroll through menu options
L1	Scroll between characters in menus
L2	Center camera behind main character
R1	Scroll between characters in menus
R2	Toggle first person/third person view
Start	Pause the game / Game Options
Select	Toggle map (Upper left corner / full screen / hidden)

THE MAIN MENU

By pressing △ in town or in an area you open the main menu. To select a sub-menu press your left analog stick or control pad up and down to scroll through the various options, then press ⊗ to select the highlighted submenu. In the following sections you will find the various options in order, and how to use them. Not every option can be selected in every situation.

Items

This opens your list of items, equipment, and key items. The default starting screen is the useable items screen. Scroll between items using the left analog stick or control pad–if the cursor is on the left side of the screen and you press left it goes to the key items screen, while if the cursor is on the right side and you press right, it moves on to the equipment screen. All three screens loop in this fashion.

To use an item, highlight it and press ⊗. In some cases you then must select a target using the analog stick or control pad, then press ⊗ to activate the item. Not all items cannot be used at all times--combat items for instance can only be used in a fight, while customization items cannot be used on this screen at all, although you can get more detailed information about them here by highlighting them and pressing ■.



The Equipment screen lists your collected weapons, armor and accessories. You cannot equip them from this screen, but again you can check their detailed information here by highlighting them and pressing ■.

The Key Items screen lists all of the special items you've collected that cannot be dropped, traded, or otherwise used. They simply mark that you've accomplished some task or reached a certain point in the game, acting as flags for quests or campaigns, allowing you to enter certain guild halls, and so on.

You can carry up to 30 different types of items and also up to 30 different types of equipment in your inventory. After that point, any additional items must be dropped, or you will have to drop a current item to make room. The only limit to the number of different key items is how many there are in the game. If an item stacks, you may carry up to 50 of that particular item at one time.

If you have party members with you, you can scroll between them by pressing R1 and L1, and have them use their items from these screens, or check out their carried equipment.

Skill

You can check or use various skills from this option. The controls are the same as in the items menu as far as selecting a skill and switching between the screens or characters is concerned.

The first screen contains healing and support spells, such as Repth (a 100-HP heal) and Rip Duk (an antidote spell). These can be used in combat or out of it, but not inside a town. The second screen contains attack spells, while the third displays the character's Arts, or weapon skills. You can use the skills directly from this menu or trigger them for the other party members, although the Skill Trigger is more convenient for Haseo's own Arts.



Equipment

This screen allows you to change your equipped weapon, armor, and accessory. Scroll between the three items using the analog stick or control pad, and press ■ to get more information on the highlighted item. To change the equipment, press ⊗ while it is highlighted, then choose between the available alternate items and press ⊗ to equip the new item, or ○ to cancel the change.

For any highlighted item, the top right screen displays the customized effects currently on that item. The bottom right screen shows the character's stats with that piece of equipment--when selecting new equipment, a value in pink means that it will be lowered, while orange means that the stat will be raised. The window across the bottom of the screen gives more detailed information about the highlighted item, such as its type, level, and rarity.



Customize

Use this option to change the special effects of your equipment. To customize, you need a customization item for that particular type of equipment.

Select the piece of equipment you'd like to customize from the list on the left--the top three items are your currently equipped items, while the rest are those you carry in inventory. Press ■ to get more detailed information of the current customization, or press ⊗ to change the customization item equipped to it. Scroll through the list of materials that appears on the left side of the screen, and press ⊗ to equip the highlighted item. The bottom right window shows stats that change with the new customization, while the window across the bottom shows notes about it. Note that some pieces of equipment can be equipped with multiple customization items by selecting one of multiple slots after selecting the equipment.



Although you cannot change a party member's actual equipment, you can change their customization by pressing R1 and L1 to select the party member, then proceed in the same way. The character must actually be holding the customization item in inventory as well though–you cannot customize items from Haseo's inventory into a party member's equipment.

Items of rarity 5 cannot be customized. Although you can customize in an area, you cannot do so in an actual battle.

Skill Trigger

Here you can change the set up of your skill triggers. This is a way to quickly access certain Arts in battle, allowing you to interrupt an enemy's or even your own attacks, perform Rengeki Attacks, and more. See the "Combat" subsection of the "Advanced Hacking" chapter for more details on Skill Triggers.

In this submenu, you assign your arts to different buttons. You can only assign Arts for the weapon you're currently wielding, so if you've accessed a second weapon type you must equip a weapon of that nature before changing its Arts assignments.

To change a shortcut, use the left analog stick to highlight the button you want to change at the top of the screen, then press ⊗. Now choose from the list of Arts on the bottom half of the screen and press ⊗ again to assign that Art to the selected button. The small window at the bottom of the screen gives more detail on the highlighted Art.



Status

Here you view detailed information about your main character and any party members. The default status screen is Haseo's information. Along the left side of the screen you see the character's name and portrait, along with their level, HP and SP. Below that is the character's job, which cannot change, their guild, and the guild's rank.



On the right side of the screen you find the character's equippable weapon(s), and the weapon's rank. As the weapon rank goes up, the character gains access to more Arts or spells to use. Most jobs can use only one type of weapon, although Adept Rogues can use more in time.

Below the weapon rank you find the character's stats:

HP	**Measures the character's health. When HP drops to zero in combat, the character is temporarily unable to fight unless revived.**
SP	**A measure of the character's magical or skill power reserves. Each magical attack or Art uses up SP, and if they don't have enough SP to cover the cost, they can't use the skill.**
P-ATK	**Physical attack power. Determines damage done by weapons.**
M-ATK	**Magical attack power. Determines damage done by spells.**
P-DEF	**Physical defense. The higher this is, the less damage is taken by physical attacks.**
M-DEF	**Magical defense. A higher rating means less damage is taken by spells.**

The next six stats all show the character's resistance against that element. A character with a high fire rating and low earth rating for example would take low damage from fire-based spells, but higher damage from spells based on earth.

Press R1 and L1 to toggle between party members, and view their status as well. Party members have one addition to their status pages–the icon displaying their current affection level, to the bottom right of their character portrait.

Quest

After a certain point in the game you can begin taking on missions from the Quest Shop in town. Once you've accepted a quest, this submenu allows you to review its detailed information and your objective. This cannot be used when you don't have a quest active.

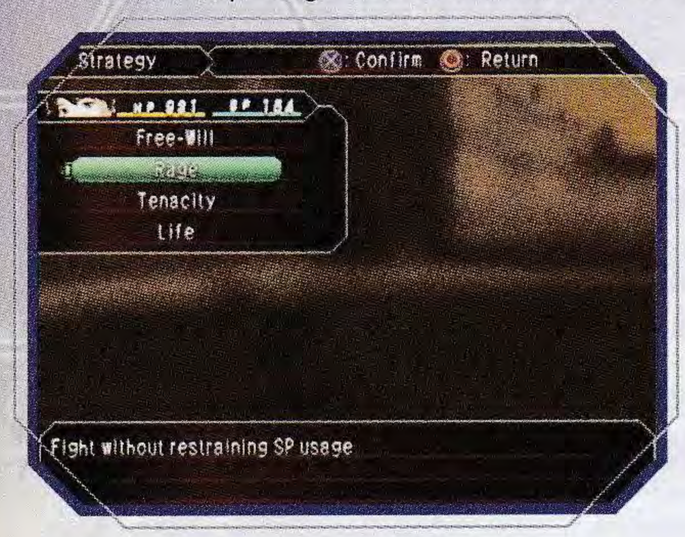
Awakening

Here you can set your Awakening mode. Awakening is a special type of attack used in battle, and can be set to one of two modes–Beast Awakening or Demon Awakening. See the "Combat" subsection of the "Advanced Hacking" chapter for more details.

To change the mode, simply scroll between the two options and press ⊗. This can be changed anywhere, even in combat, although the actual Awakening attack can only be used under certain circumstances during a fight.

Strategy

This screen allows you to change the AI of your party members. Choose a party member and press ⊗ to change their current strategy. "Free Will" allows them to act freely. "Rage" causes them to burn SP to use Arts or Spells often. "Tenacity" orders the character to save SP and only use normal melee attacks, while "Life" causes the character to heal party members that have dropped below a certain level of HP.



Memoir

If you've lost track of what you're supposed to be doing to further the story at a given moment, this is the place to check. The memoir is simply a list of storyline events that you can scroll through using the left analog stick or control pad, along with L1 and R1 to scroll more rapidly. Each event is represented by a title, and you can highlight that title to get more information on the event across the bottom window of the screen.



Log Out

This option allows you to log out of The World and return to your Desktop via the Front page. You cannot log out from an area, or during certain events in town.

Party

Select this option to invite characters you know into your party. At the top left you see your current party members, up to three total. To the right you find a list of people whose contact information you have, which means that you can invite them into parties. "Online" means that the character is in The World and can be invited. "Offline" means that the character isn't in The World, and is thus unavailable. "Busy" is displayed if a character is in the game, but cannot currently join a party for whatever reason. "Party" is for the characters who are currently already in your party.

To the bottom left you see more detailed information about the character highlighted in the top right window. The first icon represents their affection level, followed by a brief portrait of part of the character's face, then their level. Below that is the character's name, then max HP and SP, followed by their job. Below that is the character's experience points out of 1000.

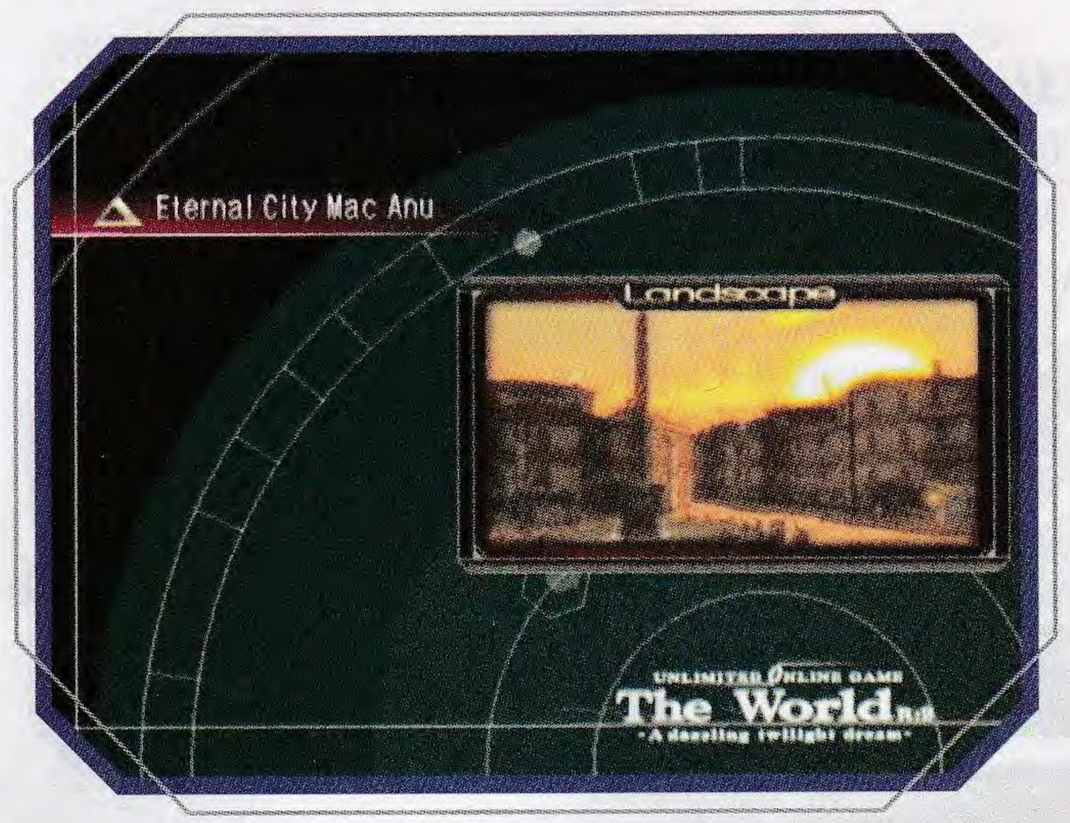
To invite a character, highlight them on the list to the right. As long as they are listed as "Online," press ⊗ while they are highlighted and choose "yes" to send them a short mail, which causes them to join the party. If you currently have two other members in your party but would like to invite someone else, you must drop one of your party members by highlighting them on the list and pressing ⊗ and choosing "yes" to drop them.



You can only form a party in town. This option is not available in an area.

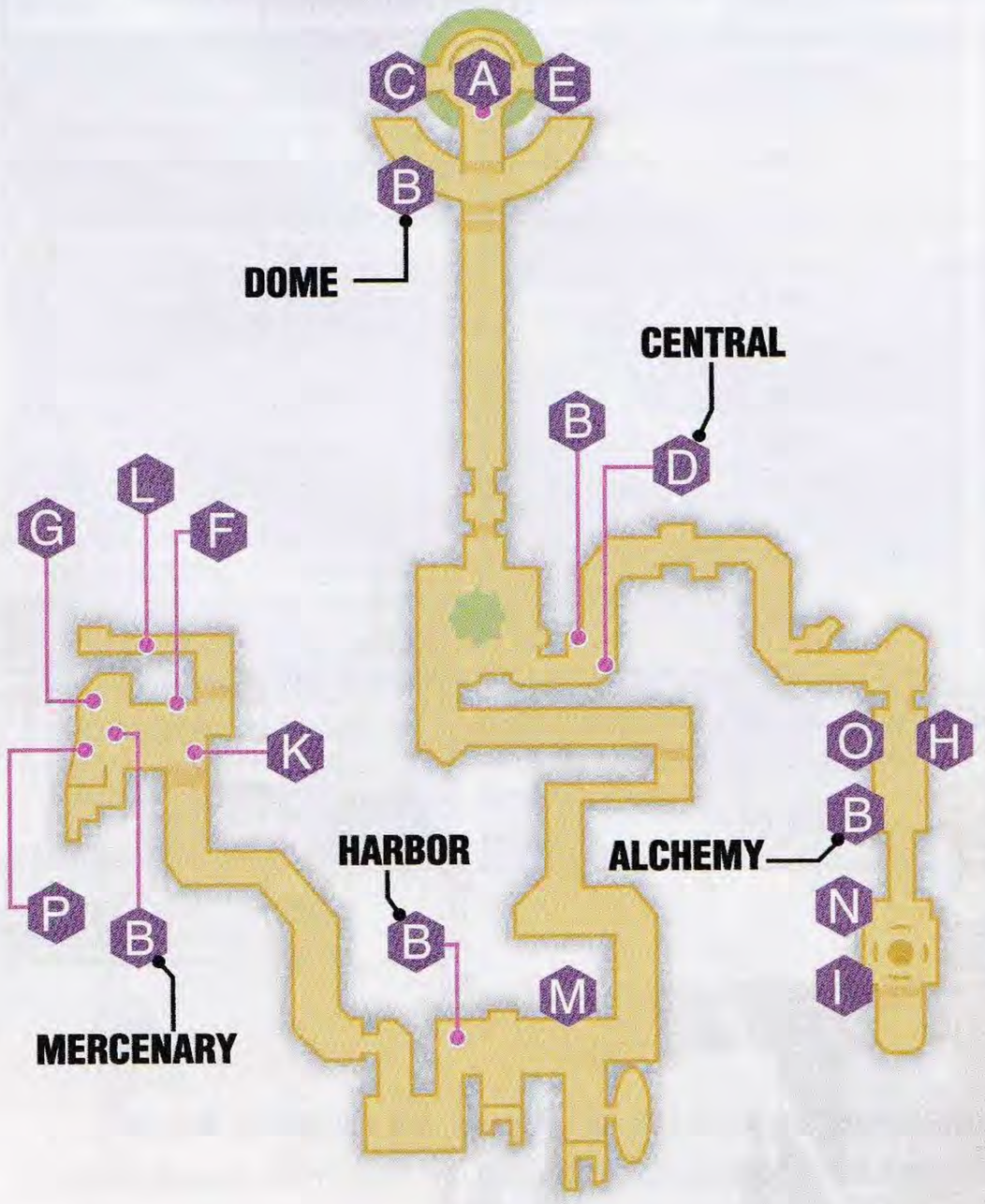
[THE TOWNS

Each adventure inside The World starts inside a Root Town. These are small cities where PCs and NPCs gather, and where you find various shops and services to make use of in order to better prepare for your adventures. You can use the Chaos Gate found in each Root Town to take you to areas or, once you gain access to other servers, to their own Root Towns.



There are two Root Towns that you can access in this volume of ***.hack//G.U.***, although you cannot enter Lumina Cloth at the start of the game.

MAC ANU (△ SERVER)



A	CHAOS GATE
B	WARP POINT
C	SAVE SHOP
D	QUEST SHOP
E	KIOSK
F	ARMOR SHOP / WEAPON SHOP
G	TRADE SHOP / MAGIC SHOP
H	MATERIAL SHOP
I	DX ARMOR SHOP / DX WEAPON SHOP
J	GUILD SHOPS
K	KUBO'S HOUSE
L	DINGO / CHIM CHIMS
M	KEPEL'S HOUSE
N	BIKMAN
O	PAO'S HOUSE
P	@HOME



Chaos Gate

This is the artifact that allows you to travel from Mac Anu to other Root Towns, or to areas in order to explore, gain items, and fight monsters. On this gate you can access the following features:

BOOKMARK	Choose an area name to enter from a list of keywords you've gained over the course of the storyline. Keywords that you pick up from emails or Forum posts, or that are told to you by other players, end up here.
AREA WORD	Create a new area by combining three different keyword segments. You start with some words, while others you gain through bookmarked areas, completing areas with high rank, or reading Forum posts. See the "Advanced Hacking" section for more detail on specific keyword segments.
RANDOM	This randomly creates a keyword from the segments you have. Press ⊗ or △ to stop the random shuffle, then press △ to restart the shuffle or ⊗ to enter the selected area. Press ○ at any time to back out of the Random option.
WARP RECORD	This option lets you quickly warp to areas you've already visited. It's useful if you want to visit an "Area Word" or "Random" area again if you don't remember the keyword segments offhand, or as a quick way to get to a recent bookmarked area without picking it from the long list.
CANCEL	Leave the Chaos Gate menu.
TO TOWN	Warp from Mac Anu to another of the Root Towns. You gain access to this option partway through the game.



Warp Points

Use these to move quickly from one area to another. These are glowing green spheres, standing on golden pedestals. Approach and press ⊗ to activate the Warp Point, then select which of the other Warp Points you wish to travel to.



This is where you save and load your game files when you are in town. Speak to the NPC to chat with him, or to have him manage your files. As this shop is located just next to the Chaos Gate, it's convenient to save just before or after going to a new area.



Quest Shop

Partway through the game you gain access to the Quest Shop's functions, and can use it to take on certain missions. Quests are added at various points in the storyline, so check back often. Read the "Side Quests" chapter for more details on the various quests available.



Other Shops

There are also a number of more traditional shops throughout Mac Anu. Here you can buy items of the type that the shop sells, sell items, or talk to the shopkeeper. Some buildings hold more than one shopkeeper, so speak with the one you want to trade with.

KIOSK	
ITEM	PRICE (GP)
HEALTH DRINK	100
SPRITE DROP	350
CARAMEL SAUCE	250

ARMOR SHOP	
ITEM	PRICE (GP)
SUB GEAR	200
SUB ROBE	1200
LOOSE SASH	200
LOOSE GUARD	1200
ROUGH ARMOR	200
ROUGH SHELL	1200
ROUGH MAIL	3000
SIMPLE BRACELET	200
SIMPLE NECKLACE	200
SIMPLE FIRE IDOL	2000
SIMPLE WATER IDOL	2000
SIMPLE WIND IDOL	2000
SIMPLE EARTH IDOL	2000

WEAPON SHOP	
ITEM	PRICE (GP)
SPIN KOUGA	450
SPIN MAN QUE	950
SPIN RASETU	1450
BLADE GUIFEL	250
BLADE FERN	600
BLADE THORNS	1400
BROAD DEMON	250
BROAD WHEEL	1100
BROAD MAIDEN	1650
GUN STEEL	250
GUN FU YUE	850
SPELL XIALIN	250
SPELL XINZHU	2000
MAGIC AMBER	250
MAGIC HOSEI	2350

TRADE SHOP	
ITEM	PRICE (GP)
HEALTH DRINK	100
SPRITE DROP	350
HEALING SERUM	350
REVIVAL MEDICINE	1000
ANTIDOTE SODA	250
STIMULANT SODA	250
BLESSING SODA	250
ASIAN MANGO	80

MAGIC SHOP	
ITEM	PRICE (GP)
FIRE STORM	800
TIDAL WAVE	500
TORNADO	600
EARTH SPIKE	700
LIFE SCROLL	3000
ANTIDOTE SCROLL	3000
DAWN BIRD SCROLL	3000
PRIEST SCROLL	3000
HELLFIRE SCROLL	3000
TIDAL SCROLL	3000
TORNADO SCROLL	3000
AVALANCHE SCROLL	3000

MATERIAL SHOP	
ITEM	PRICE (GP)
FIRE MOUSE SKIN	3000
OLM SHELL	3000
WING OF LUFU	3000
SOIL BUG ANTENNA	3000
BODY SCALE	3000
MIND SCALE	3000
RED SUN STONE	3000
BLUE MOON ORE	3000
WHITE STAR SAND	3000
GRAY COMET DUST	3000

DH ARMOR SHOP	
ITEM	PRICE (GP)
SUB ATTIRE	4200
SUB YIN YANG	5400
LOOSE VEST	4000
LOOSE PLATE	5400
ROUGH JIONGJIA	5400
ROUGH METAL	6300
SIMPLE GLOVES	3200
SIMPLE EARRINGS	3200
SIMPLE FIRE BELL	4500
SIMPLE WATER BELL	4500
SIMPLE WIND BELL	4500
SIMPLE EARTH BELL	4500

DH WEAPON SHOP	
ITEM	PRICE (GP)
SPIN PINEY	3500
SPIN AXE	4000
BLADE THREAD	2600
BLADE SUN	5600
BROAD ZHEN	3200
BROAD TU WAN	4800
GUN WAVES	3600
GUN OCHER	4800
LANCE YANTIE	5000
SPELL BAIYAN	4200
MAGIC NYMPH	4000

Guild Shops

The guild shops aren't quite like the traditional shops run by NPCs. They are set up in various spots around the central fountain of Mac Anu, and each guild shop is not permanently there. Instead, they appear and disappear as you enter and leave town from the Desktop or various areas. Shop inventory also changes at these times, so you never know for certain what you'll find at a shop. You cannot sell items to a guild shop, but instead can only purchase them.

Guild shops are useful because they carry more items overall than the main shops, although some prices may be more expensive (but in a few cases cheaper). At guild shops, you can also use coupons that you pick up through speaking with PCs in fields to lower the price of an item.

Canard also has a guild shop, located to the north of the fountain, but you use this to pick up money from sales and to restock supplies, rather than to purchase new items. Following is a list of guild shops, their locations, and some of the items that they are known to sell, although you may find even more, so check often.



KESTREL CLERK (NORTHEAST SIDE OF FOUNTAIN)

ITEM	PRICE (GP)
HEALTH DRINK	120
SPRITE DROP	420
TIDAL WAVE	600
FIRE STORM	960
TORNADO	720
WARRIOR SEAL	420
KNIGHT SEAL	420
WRATH MAN QUE	7605
WIND MAN QUE	3555
WATER MAN QUE	3555
FIRE MAN QUE	3555
WIND BAN MU	5400
FIRE BAN MU	5400
SLEEP RASETU	5625
CURSE RASETU	5625
ILL NEEDLE	12,150
FIRE WHEEL	3690
EARTH WHEEL	3690
WATER MAIDEN	4185
WIND MAIDEN	4185
FIRE MAIDEN	4185
EARTH MAIDEN	4185
WIND FU YUE	3465
FIRE FU YUE	3465
EARTH FU YUE	3465
WATER FU YUE	3465
WRATH HONG	12,150
WIND THREAD	5040
WATER THREAD	5040
FIRE THREAD	5040
EARTH THREAD	5040
WRATH ALTAIR	12,150
POISON XINZHU	7480
SLEEP XINZHU	7480
CURSE XINZHU	7480
WRATH BAIYAN	12,870
POISON HOSEI	7865
SLEEP HOSEI	7865
WRATH NYMPH	12,650
SEAL OF YA WANG*	3500

MOON TREE CLERK (NORTHWEST SIDE OF FOUNTAIN)

ITEM	PRICE (GP)
HEALTH DRINK	90
SPRITE DROP	315
ANTIDOTE SODA	225
BLESSING SODA	225
STIMULANT SODA	225
ASTROLOGER BLOOD	225
WIZARD BLOOD	225
EVIL ROBE	3780
VITAL ROBE	3780
VIGIL ATTIRE	6480
NAJA ATTIRE	6480
EVIL GUARD	3780
VITAL GUARD	3780
HEAVEN KIMONO	5400
DREAM VEST	6300
NAJA VEST	6300
EVIL SHELL	3780
DAMP SHELL	9840
VITAL SHELL	3780
DRY WALL	12,000
HAUNT MAIL	7200
DREAM MAIL	7200
VIGOR JIONGJIA	12,240
DREAM JIONGJIA	10,080
NAJA JIONGJIA	10,080
CROWN OF LU MING*	3500

MEDIC CLERK (EAST SIDE OF SQUARE)

ITEM	PRICE (GP)
HEALTH DRINK	80
HEALING SERUM	280
SPRITE DROP	280
SPRITE RAIN	1890
ANTODOTE SODA	200
STIMULANT SODA	200
REVIVAL MEDICINE	900
BLESSING SODA	200
FAIRY'S ORB	135
RETURN FEATHER	200
LIFE SCROLL	2700
ANTIDOTE SCROLL	2700
DAWN BIRD SCROLL	2700
PRIEST SCROLL	2700
MEDIC BADGE*	3500

EMPIREO CLERK (SOUTH SIDE OF SQUARE)

ITEM	PRICE (GP)
FIRE MOUSE SKIN	2700
OLM SHELL	2700
WING OF LUFU	2700
SOIL BUG ANTENNA	2700
MIDORO FLAGELLUM	4320
SCORPION TAIL	4320
SLEEPING POWDER	4320
MANTIS NAIL	6750
BEAR PAW	6750
TURTLE SHELL	2700
TURTLE CREST	2700
BODY SCALE	2700
CLEANSING PILL	2700
JINX'S BANE	2700
CAFFEINE DRINK	2700
MIND SCALE	2700
DOWSING ROD	4320
SECRET NEWS BOOK*	4770

TRIFLE CLERK (WEST SIDE OF SQUARE)

ITEM	PRICE (GP)
BEGINNER'S TEXT	4500
BEGINNER'S BOOK	27,000
LIFE SCROLL	2700
ANTIDOTE SCROLL	2700
DAWN BIRD SCROLL	2700
PRIEST SCROLL	2700
HELLFIRE SCROLL	2700
TIDAL SCROLL	2700
TORNADO SCROLL	2700
AVALANCHE SCROLL	2700
1-LINE REFERENCE*	3500
WIZARD EARRINGS	5580
CHANGE PENDANT	5940
BRAVE PENDANT	5940
MEDIC PENDANT	5940
WIZARD PENDANT	5940
MEDIC POUCH	7200
TRAIN WATCH	11,790
SEARCH WATCH	9360
GREEDY WATCH	9360

Each of the guild shops (except Canard's) sells one accessory with a rarity of 5 that you cannot get elsewhere, so if you wish to complete your items list, pick these up when you find them.

Houses/NPCs

At the beginning of the game the various NPCs are not at these locations, or you cannot enter their houses. As you complete Quest Shop missions however, you slowly begin to unlock various campaigns and gain access to the NPCs and their homes. See the "Side Quests" chapter for more details.



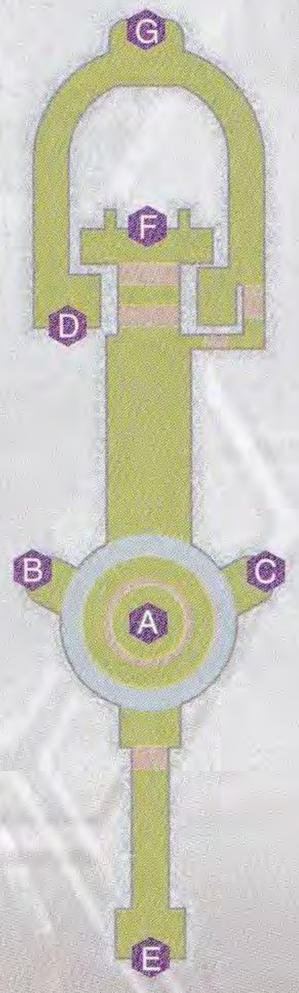
In addition, the back alley where the NPC Dingo lurks is also the only place to find Chim Chims in the Root Town. There are two crates in the back alley of the Mercenary quarter–kick them open to release 2-4 Chim Chims or Rare Chims.

@Home

This building serves as the headquarters for many of the guilds. To enter a guild's @Home you must have that guild's key as a key item, at which point the guild's name appears on the list of rooms that you can enter through this door.



LUMINA CLOTH (Ω SERVER)



A	CHAOS GATE
B	SAVE SHOP
C	MATERIAL SHOP
D	BLACK MARKET
E	ICOLO @HOME
F	ARENA REGISTRATION
G	BALCONY

Figure 1

Chaos Gate

Like the Mac Anu Chaos Gate, you use this artifact to move between Lumina Cloth and other towns. You cannot use this particular gate to travel to other areas, however.

Save Shop

Save and load your game data here.

Other Shops

Buy and sell items here. Both Lumina Cloth shops sell customization items.

MATERIAL SHOP	
ITEM	PRICE (GP)
SCORPION TAIL	4800
MIDORO FLAGELLUM	4800
SLEEPING POWDER	4800
CLEANSING PILL	3000
JINX'S BANE	3000
CAFFEINE DRINK	3000
POISON LEAF	3000
CURSE PLANT	3000
DREAM WOOD LEAF	3000
TURTLE SHELL	3000
TURTLE CREST	3000

BLACK MARKET	
ITEM	PRICE (GP)
IRON SHELL	72,500
IRON CREST	72,500

Icolo @Home

This is the @Home used by the Icolo guild.



Arena Registration

Once you gain access to Lumina Cloth and its Arena, you register for normal Arena fights or tournaments here.

Balcony

As many people choose this scenic but private location for conversations, various events happen here.

[OTHER AREAS

Once you're done in town, it's natural to want to go into various Areas to explore. While the nitty-gritty details of the Area features can be found in the "Advanced Hacking" section, here are a few of the basics.

Areas can be accessed using the Chaos Gate in Mac Anu. Areas marked by a red check are the next destination to further the storyline, but in most cases you can still go to other Areas before continuing with the plot.

The Area Screen gives you the lowdown on a zone before you enter it. Along the top of the screen you see the Area keyword, with an image showing the type of area, area level, and weather. Next to that you see the number of PCs inside the zone, and the number of PCs you've already met, represented by blue and brown icons of people. Next is the element–red means fire, green is wind, blue is water, and brown represents earth. The last two icons, for light and dark, are not used in this volume. While monsters in the area follow the Area level, the next bit of information is the Item level, which determines the level of items found in the zone. Finally you find the Area's mission at the very bottom of the Area Screen. When you are constructing a keyword from scratch using segments, watch how the Area Screen changes to see how each segment affects the whole.



AREA TYPES

There are two general types of areas, with a few more differences further splitting them up. The most simple area type is the field. This is an open-air zone, where you can see everything as you approach and there are no walls to bar your path. Fields are split into different islands, which can create a few bottlenecks where you must fight monsters to cross bridges and access the rest of the field, but the entire map is available from the start and you can see just where you're going.

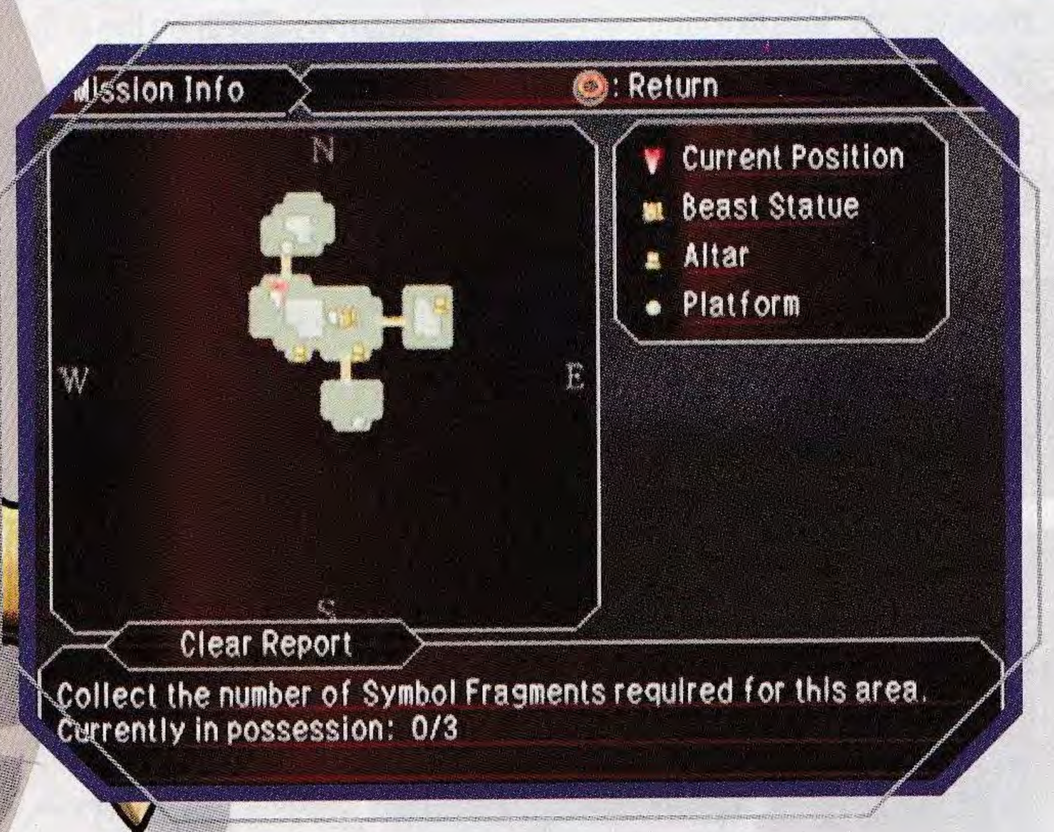




Dungeons on the other hand are a bit more complex. These are indoor areas, and take on two different shapes. The first is that of a temple, or eastern-style manor. The second is that of a system of caves. Dungeons can be anywhere from one to three levels in length, with ramps leading to lower areas for the caves, and passageways leading to other "blocks" in the temple dungeons. They are also divided into rooms and passageways, and these only appear on the overhead map as you explore them.

Monsters also populate almost every area, sometimes in places that you can avoid, but at other times you must defeat them to reach your goal. They are scattered around the field areas somewhat at random (although many are found near bridges and chests), while in a dungeon you find one group of monsters per room, on average, with some rooms holding no monsters and a few holding more.

AREA GOALS



Inside an Area, there are a few specific goals you might have in mind. You may wish to gain experience to increase your levels and grow stronger, or you might be in search of specific items, or even be hunting certain monsters or Lucky Animals to finish out various collections and lists.

Aside from your own personal goals, each Area also has a specific mission. For special event or quest areas this might be something unique and special, but for player-generated areas, they fall under two categories:

DEFEAT THE BOSS	**This mission is found only on certain fields, or in special non-player-created dungeons. You must track down the large, powerful boss monster within the zone and defeat it in combat.**
GET THE TREASURE IN THE BEAST TEMPLE	**In these missions you find the Beast Temple, enter it, and open the treasure chest to obtain the item inside. In fields with this mission there is a Beast Temple structure located somewhere on the field, which you unlock by finding three Symbol Fragments in various chests. In dungeons, the Beast Temple is a room somewhere on the deepest level of the zone.**

To see an area's goal, toggle the Area map to the largest setting and press ⊗. Try out various keyword combinations and explore often, to really get an idea of what The World has to offer you beyond the storyline.

Now that you have the basics under your belt, you should be ready to start exploring the towns of The World. For more advanced topics such as combat and delving deep into Areas, see the next chapter, "Advanced Hacking." Or if you want to just use the basics as a stepping stone to learn the game for yourself, feel free to advance to the Walkthrough section of this guide.

Good luck, and happy adventuring!

ADVANCED HACKING

With the previous chapter under your belt, you should have the basics of the game down. Now it's time to touch upon some of the more advanced topics. These include the actual exploration of areas outside of towns, combat, and various tables collecting information. All of these together should help you move from a beginner to an expert of the game quickly, without needless character deaths.

[AREA EXPLORATION

The previous chapter told you how to use the Chaos Gate to find an area, so once you've located one of the right general level it's time to set out and explore it.

GETTING AROUND

Navigating an area is mostly the same as moving around in town, but there are a few extra details to keep in mind. The most important of these is the fact that monsters dwell in almost every area, making exploration hazardous if you're not prepared for a fight.

Monsters and Field of Vision

As you near a monster, be aware of its Field of Vision. This is the range and location at which the monster may spot your party. If you are spotted, the monster first gets a "?" over its head. If you get closer or allow the monsters to approach, the mark turns to a "!"



If you sneak up on a monster unaware you may get in a first strike (see the "Combat" subsection below), but if you try to attack with the "?" mark above the monster the fight starts as normally. Once a monster has the "!" mark, it will attack you whether you wish to fight or not.

Most monsters have a fairly narrow and short field of vision, which means you can move up behind them or even slightly to their side, without worrying about being spotted. The closer you are to their front, the more you should be careful to move slowly until you can target them.

Beast-type monsters have a narrow range of vision, but they can see far ahead. If you're in front of them, make sure you move well to the side before you get anywhere close, in order to make your approach. Avian types and large monsters, due to their higher position looking down upon the field, have both a wide and long field of vision. You should come up on these monster types directly from behind in order to have the best chance of a first strike, or just to avoid them.

When you get close to a group of monsters, blue arrows appear on the ground pointing toward them. When these appear it means you're on the verge of combat–the monsters may spot you at this point if you enter their field of vision, and you should be able to attack them. If you're trying to sneak around without a fight, use these to keep track of a monster's location even if the camera is turned away from the enemies.

Pathways and Obstructions

While moving on a field, you generally use bridges to move from one island to another, obstructed only by the enemies that often guard one end or the other. Likewise, in a dungeon, you take pathways or hallways to move from one room to the next, with ramps connecting various levels of caves, or large doorways allowing access from one "block" of a temple dungeon to the next.



Sometimes the path from one place to the next isn't as smooth, and you must pay a toll in the form of Chim Spheres to gain access to the place you want to visit.

In a field, some islands are disconnected from the rest of the area except by the use of Warp Points, much like the ones used in town to move around quickly. These Warp Points start out white in color, and are dead. To activate them



you must face the control panel in front of the Warp Point and press ⊗, then agree to pay 5 Chim Spheres to start up the machinery. At this point you may use the Warp Point freely to move between the two islands.

In dungeons, the barrier between rooms takes the form of a Chim Door. These are large steel doors powered by steam technology. The only way to open a Chim Door is to approach and press ⊗, then pay a number of Chim Spheres to permanently open the door. Chim Doors are much more common than the field Warp Points, and most dungeons have multiple doors that you must open.



Returning to Town

When you are finished exploring an area you must find a Platform and activate it to return to town. Platforms look like the Warp Points used to move around town, but have blue crystals instead of green. These are scattered throughout areas, with usually one per island on average in a field, and two or three in each level of a dungeon. You can always find Platforms outside a Beast Temple on a field, or inside the same room as a Beast Statue in a dungeon. They are also located at every area's starting point, and just between floors or blocks of a dungeon. If you want to return to town quickly, use a Return Feather item to move to the nearest Platform that you've found thus far.



Whenever you leave an area you receive a ranking for your performance. The ranking categories are as follows:

NUMBER OF SUCCESSFUL SURPRISE ATTACKS ON MONSTERS
(OUT OF THE TOTAL NUMBER OF ENEMIES)

ENEMY PARTIES DEFEATED
(OUT OF THE TOTAL NUMBER OF ENEMIES)

TREASURE BOXES OPENED
(OUT OF THE TOTAL NUMBER OF CHESTS IN THE AREA)

DESTROYED OBJECTS
(OUT OF THE TOTAL NUMBER OF BREAKABLE OBJECTS IN THE AREA)

CHIM SPHERES ACQUIRED
(NO LIMIT)

Each category is ranked in order from worst to best: E > D > C > B > A > S. You also receive an overall ranking based on the individual ranks. For ranks B-S, you unlock a keyword segment for an area of the same relative difficulty, or if you have no more eligible keywords to unlock, then you gain an item that might be found in a Beast Temple of a slightly higher-level area. At Rank C you receive an item that you would find in the area's treasure chests, while rank D gives you an item contained in the area's breakable objects. Rank E gives you a random choice from a small selection of useful but cheap items, such as an Asian Mango, Return Feather, or Caramel Sauce.



CHARACTERS IN AREAS

While you explore an area you may run into many other creatures. Other than the expected monsters, you might meet any of the following people or beings as well.

Other PCs

As this is purportedly an online game, other PCs may be within the area as you're exploring it. PCs can appear in any area randomly, but their presence is determined before you actually enter the area, and shown on the entry screen in the form of icons–the first shows the number of PCs in the area, while the second shows the number of PCs you've previously met.



Once you are inside the area, the PCs may show up as victims inside a Battle Area, or may be stationed in front of a Platform in sets of three or alone. Speak to normal PCs beside a Platform to receive a coupon in memory of the encounter. These coupons can be used later at guild shops to obtain discount prices. You can speak with or trade to a character just as in town, but if you speak to a character a second time, they warp out of the area, once you leave the menu.



A subset of PCs that may show up in areas are the Medic Union characters. These are small Tu Tribe Beasts, part of a guild dedicated to healing adventurers. They show up in sets of three. Speak with one to receive a coupon and to have 100 HP restored for every character, or to have an ability-improving spell placed upon your group if your HP are all full. You can receive up to four healings or beneficial spells by speaking with each character once, then speaking with one of them the second time, triggering one more spell before they vanish.

Chim Chims

In The World the humans and beasts are more reliant now on magical steam technology, which works alongside the magic that has always been present in the game. For the most part, this technology is powered by a new form of energy called Chim Spheres.

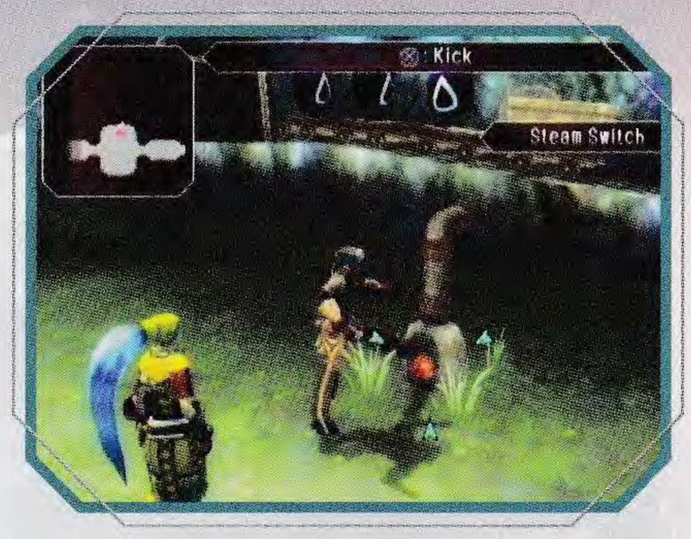




Chim Spheres are collected from small NPCs called Chim Chims. These are found in multiple places throughout each area, and to collect the spheres you chase down and kick the Chim Chims. But first you must cause these NPCs to appear.

Different area types hold different features that conceal these NPCs. In fields there are trees and in cave-type dungeons giant mushrooms—each of these plants can be kicked to shake a large number of Chim Chims from their tops. Once you kick the plant it reverts to a normal item for a while, but after a minute or so it becomes kickable again, and will release more Chim Chims.

While fields have only the trees, dungeons hold many more features capable of releasing chim chims. Along some of the walls you find tracks for carts or lines of Chim Chims to ride along. There is a button below each of these sets of tracks, which you can kick just as the Chim Chims pass to knock them down and chase them.







There are other buttons that you find in some rooms next to holes—kick this to cause one Chim Chim at a time to emerge for a few seconds, although it soon continues through to another hole nearby, giving you a limited time to kick it. You can also find single Chim Chims by kicking wells that you find in the temple dungeons, near some of the Platforms. These wells release only a few NPCs however before going dry.

Temples also sometimes contain large buckets that shake as you pass them. Like the trees and giant mushrooms, these hold large numbers of Chim Chims at once. Kick a basket to open it and release all the Chim Chims. Unlike most other forms of releasing the NPCs, these cannot be reused.



There are actually multiple types of of these small energy-filled NPCs. Normal Chim Chims are small, and look much like bombs. They are black in color with a blue top and blue flames, and have a triangle on their chest. Whenever they are near you can hear their high-pitched voices as you move around. They run fairly fast, but not as fast as your characters. Kick a normal Chim Chim to get one Chim Sphere.

Your Chim Sphere count is displayed briefly to the lower right of the screen whenever you pick up new spheres, or you can check them on your status screen.



You can only hold a maximum of 99 Chim Spheres at one time. Summoning more Chim Chims after this point may not be entirely useless though–any more that you kick still count toward your total in the Chim Kicker campaign, and count toward your final ranking of the area when you leave.





Rare Chim Chims are slightly larger than their normal cousins, and have a yellow tinge at top, and pink flames on their fuses. If you give these a chance to start running they move just as quickly as your characters, so kick them as soon as you see them appear. Rare Chim Chims give you ten Chim Spheres when you kick them, and can appear anywhere that normal Chim Chims show up.

LUCKY ANIMALS



Other small NPCs inhabit the fields and dungeons of The World, without the need to be summoned out of hiding spaces. Each area (except for some special storyline or quest zones) holds one NPC known as a Lucky Animal.

Lucky Animals come in 21 different types, and each has a different blessing (or curse) that they bestow upon the party when you chase them down and kick them. Like the Rare Chim Chims, these are just as fast as your characters, and difficult to catch. If you're very lucky and move at a walk you may be able to sneak up behind them if they don't turn around. Otherwise, try to cut them off as they tend to run in circular patterns, or wait for them to get caught up against a wall, shoreline, or some other obstacle.

Lucky Animals inhabit either fields or dungeons depending on their type. They can be spotted by the happy music note symbol over their heads (or an angry mark in the case of Unlucky Animals), along with the high-pitched noises they make when you are close.

Which Lucky Animal you find depends on the keyword for the area. You find the same Lucky Animal each time you visit the same area, with the exception that rarely one of them may be replaced by an Unlucky Animal. These NPCs are similar to Lucky Animals except that if they see you first, they will chase you down and strike you. When this happens, they inflict your party with some type of negative curse. You must kick an Unlucky Animal twice before it hits you to make it vanish.



King Chim Chims are rarer still, and only appear where you might normally find a larger group of Chim Chims, showing up alone instead of with the group. They are almost as large as a character to start with, and as you kick them, they grow larger still. You need to kick a King Chim Chim ten times to earn its spheres–after every three kicks on average it grows angry and leaps up into the air, and will slam back down into the ground within a few seconds. Watch its shadow to see where it is going to land, and move out of the way, or you lose some of your collected Chim Spheres. Once you kick the King ten times it shrinks, then disappears, adding 50 Chim Spheres to your total. Very rarely they may also drop a Chim Crown, which can be used as part of the Chim Kicker Campaign (see the "Side Quests" chapter for details).



Chim Assassins are among the least common of the Chim Chims, and do not give Chim Spheres like most of their relations. Chim Assassins appear only in dungeons, at intervals based on how many Chim Spheres you currently have. The more you have, the more often they show up. As your characters travel the dungeon you begin to see red sparks fly around Haseo, and after a moment a red "!" appears above his head, and a small group of these Chims appears. You have a few seconds while the Assassins are disoriented to kick them, which causes them to disappear. After this time they begin to leap at Haseo in an attempt to strike him and steal some of his Chim Spheres. If they connect, they vanish with the energy after a few moments. Otherwise, they continue to try to strike until either they hit, or you kick them and force them to disappear.

LUCKY ANIMALS			
NAME	AREA TYPE	DESCRIPTION	BLESSING
GOLD BIRD	FIELD	A FLIGHTLESS BIRD	CAUSES BREAKABLE OBJECTS TO TURN INTO TREASURE CHESTS
MOON RABBIT	FIELD	A THIN ANGULAR RABBIT	GIVES EACH PARTY MEMBER 200 EXPERIENCE POINTS
LEVIATHAN	FIELD	A SMALL DOLPHIN	GIVES THREE CUSTOMIZATION ITEMS (LINKED TO AREA ELEMENT)
SLEIPNIR	FIELD	A LEGLESS HORSE	ASSISTS YOUR PARTY IN BATTLE FIVE TIMES
TSUTSUGA	FIELD	A SQUAT, ARMORED CREATURE	SAVES YOUR PARTY FROM GAME OVER THREE TIMES
GANESHA	FIELD	A MINIATURE ELEPHANT	INCREASES MAX HP AND SP FOR THE NEXT FIVE BATTLES
HIGH WOLF	FIELD	A SMALL WOLF	GIVES YOU A CHOICE BETWEEN THREE ITEM SETS*
FATE WORM	FIELD	A CATERPILLAR WITH A LARGE FACE	GIVES YOU 2000 GP
TOTETSU	DUNGEON	A TEDDY BEAR WITH A NECKTIE	CAUSES BREAKABLE OBJECTS TO TURN INTO TREASURE CHESTS
KUDAN	DUNGEON	DEER-SHAPED NPC	GIVES EACH PARTY MEMBER 150 EXPERIENCE POINTS
TENGU	DUNGEON	BIRD-LIKE WITH A LARGE NOSE	GIVES YOU TWO CUSTOMIZATION ITEMS (LINKED TO AREA ELEMENT)
CHIMERA	DUNGEON	VAGUELY HUMAN IN SHAPE	ASSISTS YOUR PARTY IN BATTLE FOUR TIMES
QI LIN	DUNGEON	BLEND BETWEEN ANIMAL AND BIRD	SAVES YOUR PARTY FROM GAME OVER TWO TIMES
TOKOH	DUNGEON	WINGED WEASEL-LIKE NPC	INCREASES MAX HP AND SP FOR THE NEXT FOUR BATTLES
BAKU	DUNGEON	A TWO-LEGGED ANTEATER	GIVES YOU A CHOICE BETWEEN THREE ITEM SETS*
OURYU	DUNGEON	CROSS BETWEEN A REPTILE AND BIRD	GIVES YOU 1500 GP
NUE	DUNGEON	MONKEY WITH A SNAKE TAIL	DROPS A KING CHIM CHIM
TWO-TAILED FOX	FIELD	AN ANGRY TWO-TAILED FOX	UNLUCKY ANIMAL
MALICE CAT	FIELD	AN ANGRY-LOOKING CAT	UNLUCKY ANIMAL
DARK GOAT	DUNGEON	AN ANGRY GOAT	UNLUCKY ANIMAL
BLACK SLEIPNIR	FIELD (EVENT ONLY)	A BLACK-COLORED SLEIPNIR	GIVES YOU 2000 GP–ONLY APPEARS DURING THE ANIMAL MANIA QUEST

Available item sets are: Recovery Set: Health Drink x5, Sprite Drop x5, Antidote Soda x10, Stimulant Soda x10, Blessing Soda x10; Attack Set: Tornado x5, Earth Spike x5, The Death x5, The Moon x5, The Devil x5; Support Set: Warrior Seal x5, Knight Seal x5, Wizard Seal x5, Astrologer Seal x5, Fairy's Orb x5/Dungeon

There is only one Lucky Animal per area. Once you kick it, it vanishes, but if you leave and come back it reappears. Lucky Animals are an important part of the Lucky Data Collection campaign.

Mecha Grunties

Like Lucky Animals, there is one Mecha Grunty per area, showing up in each area except for a few special storyline zones. This small figure lies in an area, inert and with only a sweat-drop appearing over its head to draw your eye.



When you approach the Mecha Grunty it asks for Chim Spheres to replenish its fuel supply. The first time you rescue the Mecha Grunty it takes 5 Chim Spheres, but each subsequent rescue costs one additional Chim Sphere, for a maximum of 54 Chim Spheres on the 50th rescue.

Once you give up the spheres, the Mecha Grunty stands up, gives you its thanks, and takes off. You see it veer off and crash again elsewhere (in other words, in the next area you visit), while it drops an item that lands in your inventory. This item is usually a healing type of item, although it can occasionally be something else such as an item that mimics an attack spell. Health Drinks and Sprite Drops are the most common.

This NPC is central to the Stray Mecha Grunty campaign, and the 50th time you rescue it the grunty flies off successfully, leaving no item behind. After this point you no longer find it inside areas.



ITEM COLLECTION

You don't explore areas just to talk to people or other NPCs, as distracting as that may sometimes be. One of the main reasons to go into areas is to gather loot of all descriptions, and there are multiple ways to do this out away from town.



For veteran RPG players it will be no surprise that you can collect items from monsters, nor is it surprising that you can pick up items from treasure chests. To open a chest in The World, approach and kick it using ⊗. This flips open the lid and gives you the item held inside. Items inside chests are usually equipment, although sometimes they may be useable items.



Not all chests are quite so simple as they first appear. Some are trapped, and when you kick them the trap springs in the form of a gun that sets its sights on Haseo. At this point you have only a few seconds to press the buttons that appear on the screen. If you press a button out of order, you must start the sequence again. Fail to input the code in the time given, and you take damage, while the chest disappears without giving you the item. Items inside trapped chests tend to be a little better than normal items, so they are worth while.



Along with the more traditional chests are also breakable objects, familiar to past *.hack* players. The fields hold barrels, the temples contain jars, and the cave dungeons are home to small mushrooms. Kick any of these objects to destroy it, putting the contents into your inventory. Breakable objects hold items, either useful items such as health drinks or smoke screens, or customization items that you can use with your equipment to change its properties.

On a field, chests are always found on altars, which in turn are guarded by a group of monsters that stick to the chest and don't leave it. These altars can be seen on the overhead map.

TRAPS

The first type of trap is fairly harmless, and consists of steam-powered doors that snap shut when you enter a room, blocking off every exit. These trapped doors are linked to a Fuel Tank found somewhere in the room, usually in a corner. You must put Chim Spheres into the tank to open the doors, with the amount varying each time.





Other traps are easier to spot, as they are found inside special trap rooms that occur occasionally within a dungeon. Either caves or mansions may contain spotlights and steam pipes. If your character touches the light from a spotlight, an alarm sounds briefly. After a moment an impact goes off in the area, stealing away some of your Chim Spheres if you are struck.

Steam pipes stick up vertically from the ground, with a hole in one side. The pipe emits jets of steam at intervals, spanning a long distance. If this jet of steam strikes a character, that character takes damage.





In addition there are other damage-inducing traps that are found along the floor. In mansions there are heated grates that change from light red to dark red depending on their heat–run across them when they are hot, and you take damage. The spike traps in caves are similar, but consists of spikes that raise and lower through holes in the floor.

As you navigate a trap room, remember that you usually have party members close on your heels, and act accordingly. You might be able to dash across a heated plate just before it turns red, but your friends following behind may not be so lucky. Either take a more careful route, or be ready to heal allies if they start to get too low in HP.

OTHER FEATURES

Along with the former items, there are other features of the different areas that do not fall neatly into one of the above categories, but play a role in your explorations.

Battle Areas



In many areas you come across a blue circular area marked as a Battle Area. These spawn at random, from a number of possible locations, and can appear on the field or in the rooms of dungeons. When you are near a Battle Area you can also hear the sounds of combat, even through locked Chim Doors.

A Battle Area will begin when you interrupt a PK attempt in progress. Often, the enemy PK is around your own level, giving you a somewhat challenging fight. PKs in areas are attuned to your own characters, not to the level of the area you're in, so even if you check out a low-level easy area for some reason don't expect the fight to match. Once you defeat the enemy you receive the usual reward from the victim, as well as a piece of equipment from the PK as spoils of war.

There is one very large danger when it comes to entering Battle Areas. Every so often, instead of a normal PK fight you interrupt an attack by one of the blacklisted "Chaotic PK" enemies. These seven PKs are very high level–you need to be around level 40 to even stand a chance against them. Worse, you cannot use a Smoke Screen during these fights to escape from battle so once you enter the fight at a lower level, you're pretty much dead. If you haven't saved for a while or have put a lot of time into exploring the current area, think very carefully before entering a Battle Area.





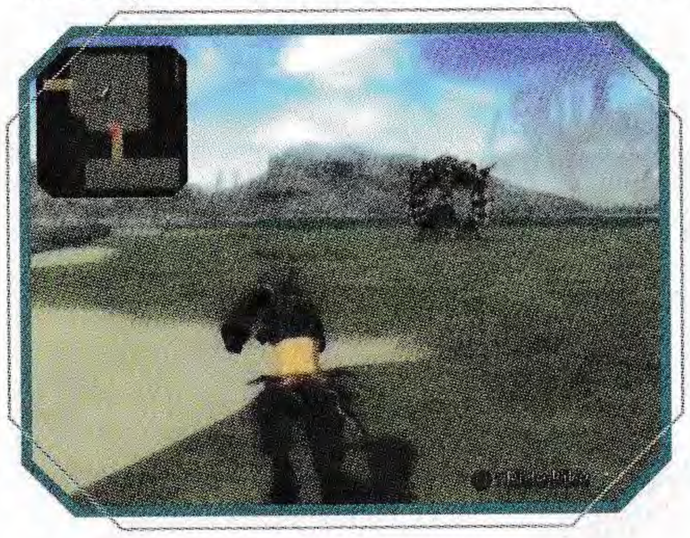
Once you flag a Chaotic PK fight, that fight stays flagged, even if you end up losing the battle and going back to your last save. Each time you enter the Battle Area you end up matched against the high-level PK, so avoid Battle Areas from that point until you reach a high enough level to stand a chance of victory.

Boss Fights

Boss fights may crop up in an area for two reasons. One, familiar to most gamers, is as a part of the current quest or the main storyline. In this case you are pitted against a powerful enemy in order to progress the plot, often obtaining valuable data or key items. These fights often begin after a cut-scene, triggered through various means.

Boss fights may also show up as a normal mission for some fields as well, even those that you randomly create using keyword segments. To check an area's mission, increase the map to the largest size using Select and press ⊗. Normal dungeons always have reaching the Beast Statue and obtaining the treasure as a mission. In fields you may have to either unlock and loot the Beast Temple, or defeat a Boss in the field.

In this latter case, the Boss is marked by a crossed swords icon on your map. It's a large enemy and stronger than the normal surrounding monsters, but it shouldn't be too difficult to battle with a party of the same level as the area level. Fighting the Boss gives you a mission reward for successfully completing the area's goal.



Beast Temples



A more usual mission for an area is to find the Beast Temple and obtain the treasure. This special room takes two different forms, depending on if you are in a dungeon or a field.

In a dungeon, the Beast Temple takes the form of a room somewhere on the deepest level of the area. At the far end of a Beast Temple sits the Beast Statue, which holds an offering in the form of a treasure chest. Loot this chest to obtain a nice piece of equipment, usually better than what you can find in the area normally.

In fields things are slightly more complex. The Beast Temple is a small building located somewhere on the field, and marked on your map. There is a set of doors at one end of the Temple, but they start out locked. To unlock the doors you must locate three separate Symbol Fragments, a type of key item. These lie inside chests throughout the field, guarded by monsters. Once you obtain all three Symbol Fragments they meld into one Judge's Symbol, and the door to the Beast Temple automatically unlocks. Enter the building to loot the Beast Statue's offering.



COMBAT

.hack//G.U. wouldn't be a complete RPG without combat, so it's time to learn this system so you can master it, making your way skillfully through the game and its levels.

STARTING COMBAT



You start combat by targeting an enemy monster and pressing ⊗, or sometimes combat is started for you when the enemy spots you and comes close. The main thing to try for at the start of combat is a surprise attack. This occurs when the enemy hasn't yet spotted you when you attack. It gives you a free strike, often sending the enemy flying into some of its comrades, damaging them all. This is important not only for the added damage, but also because it is one of the things tracked by the Book of 1000.

If you are riding your Steam Bike you can also crash into an enemy if you approach from outside the entire group's field of vision. Run directly into the foe—the enemy takes a good deal of damage.If it's large-sized, Haseo is also damaged in the collision. Crashes are also tracked in the Book of 1000, so it's good to try for these at least occasionally.



Once combat begins your characters are surrounded by a blue Battle Fence. This limits movement, and prevents you from fleeing by simply running away from the foes. To break the Battle Fence and become temporarily invisible use the Smoke Screen item.

DURING THE FIGHT

Once the fight starts, now you need to concentrate on victory. There are quite a few aspects of combat to keep in mind at this point.

Combat Controls

⊗	ATTACK (HOLD DOWN TO CHARGE A CRITICAL STRIKE)
○	BLOCK
△	OPEN THE MENU (USE ITEMS, NON-ART SKILLS, CHANGE STRATEGIES, ETC.)
□	TRIGGER AWAKENING MODE
LEFT ANALOG STICK	MOVE YOUR CHARACTER
RIGHT ANALOG STICK	CAMERA CONTROL
CONTROL PAD	CHANGE TARGETS
R1	SKILL TRIGGER
L2	CENTER CAMERA BEHIND HASEO
R2	CENTER CAMERA BEHIND HASEO (PRESS AGAIN TO LOCK CAMERA POSITION)
START	PAUSE THE GAME / GAME OPTIONS

The Flow of Combat

In the simplest form, combat consists of pressing ⊗ to damage and eventually defeat your foe. Each time you connect with the enemy (without much time elapsing) you add one to your combo count, which is displayed in the upper left of the screen. Combo count is shared by all characters, so even if you defend, the combo may continue if an ally is also attacking.



Blocking is useful against foes that strike slowly but hard, or against certain special attacks that damage your characters and throw them down onto the ground. It also often defends against negative status effects. You still take damage when you block an enemy attack, but the damage is reduced, and you don't get thrown back. If the enemy blocks, you can break through this by using Arts, by moving around and attacking the enemy from behind, or by charging a critical attack. Critical attacks take some time to charge, so they can be dangerous if other foes are nearby waiting to strike.



If you fail to block, and do get knocked down, you can spring to your feet quickly in two ways. Press ◉ while on the ground to spring up in a defensive stance, or press ✕ to jump to your feet while attacking anything nearby.

Arts, Skill Triggers and Rengeki Attacks

Not every enemy is easy to take down just by normal attacks, so this is where skills and special attacks come in. All skills take SP to use, and if you don't have enough SP, you can't use that ability. SP regenerates slowly over time, even in combat, but not quickly enough to cover heavy use of abilities. Skills are broken down into three categories in your menu.

Restorative spells heal your characters, remove negative status effects, or give you positive effects in battle. Harvest Clerics are the characters naturally gifted with restorative spells, but other characters can learn them by using special items, and make use of them in a pinch.





Attack spells strike the foe with elemental, magical damage. These are handy because they go against the magical defense of enemies rather than physical defense, which can exploit the weakness of some foes. They also tend to be tied to specific elements, so you may further exploit the elemental weakness of various enemies.

The main skills that you are concerned with for Haseo are Arts. These are special weapon attacks, which have multiple added effects over a normal attack. They are hard to block, they do multiple strikes in a short time, and when you use them they bring Haseo directly up close to the enemy. While you use an Art you are invulnerable for the short time that the Art lasts. They can be used defensively in a sense, even while they deal damage.



Skill and item use are all tied to the same timer, so after you use an item or ability, even with the Skill Trigger, you must wait for a short while before you can use them again. Watch the small meter over your character's head and when it is filled, the display changes to "R1," and you are free to use items and abilities again.

The easiest way to use an Art is by assigning it to a Skill Trigger. Do this via the menu, then in combat press R1 followed by the button that the Art is assigned to, in order to quickly and easily use the ability.

The Skill Trigger has one more special use–performing a Rengeki Attack. Each different enemy has a different threshold of combo attacks at which it is "broken"–blue and purple circles appear around it with a noticeable sound, and the "Rengeki Finish" notice displays over the enemy. At this point use a Skill Trigger Art to attack the enemy, and it turns into a special Rengeki Attack. This does more damage, and adds a good bit of Morale to the Morale Gauge in the upper right of the screen, for use in an Awakening attack.



Rengeki Attacks also act as "favorite actions" for your party members, slightly increasing their affection. Finally, each Rengeki Attack gives you bonus experience points for the fight–in some easier battles you may even end up gaining more experience from Rengeki Attack bonuses than from the monsters themselves.



Morale and Awakening

As you fight in battle, various actions increase the Morale Gauge, in the upper right corner of the screen. Rengeki Attacks are usually the fastest way to increase this, but a character's favorite action increase both Morale and general affection. Using healing items and spells also increases Morale slightly. When Morale fills the party, the member affected gives a quick message at the bottom left of the screen, and white balls of energy rise up from the fight and fill the Morale Gauge.



When the Morale Gauge is completely filled, press ● to begin an Awakening attack. In a Beast Awakening the enemy cannot move or counterattack and your party's physical attacks and movement speed are greatly increased. In a Demon Awakening both parties stand still while the Awakening is in effect, and you press ✕ quickly and repeatedly to deal magical damage to all enemies at once, with zero SP cost. The Awakening mode doesn't last for very long, but you can deal a lot of damage in this short span of time. Change between Awakening modes by using the ▲ menu.





The Morale Gauge lowers steadily as you perform an Awakening. Once the Morale Gauge is empty the Awakening ends. If the enemies all die before that point, the Morale Gauge remains filled up to the level it was at when the fight ended, giving you a head start on refilling it. The gauge keeps its level as you explore various levels of an area, but empties when you return to town.

Elements and Status Effects

There are six elements in The World and a handful of Status Effects. These are linked to magical spells, or to the effects of Customization on your equipment items.

The six elements are arranged in pairs, with each element having an opposing element that does more damage against it. These elemental pairs are:

FIRE <=> WATER

WIND <=> EARTH

LIGHT <=> DARK

Fire elemental spell would do more damage against a water-based enemy, while a weapon enhanced with a water customization item would do better damage against a fire monster. Light and Dark are not used in this volume of *.hack//G.U.*



*S*tatus Effects are various states that enhance or detract from a character's ability in battle.

Some spells or items temporarily affect a character's parameters, lowering his defense for example, or raising his attacking power. These last only until the battle is finished.

Other status ailments have other distinct effects, and can be cured by spells or items. They are:

STATUS AILMENTS

NAME	EFFECT	REMOVE WITH
POISON	HP DECREASE STEADILY OVER TIME	ANTIDOTE SODA, RIP DUK
CURSE	SP DECREASE STEADILY OVER TIME	BLESSING SODA, RIP MAJ
SLEEP	THE CHARACTER IS ASLEEP AND CANNOT ACT	BEING HIT WITH AN ATTACK, STIMULANT SODA, RIP MUMYN
DEATH (0 HP)	THE CHARACTER IS A GHOST AND CANNOT ACT	REVIVAL MEDICINE

These ailments last only for a limited time (except Death which lasts until removed). All, including Death, are removed when the fight ends (if your party is still victorious). There are a few other special status ailments that only appear in important occasions, and are covered in the relevant chapters.



AFTER THE FIGHT

Battle ends when all characters on one side have been defeated. If this happens to your party, the game ends in most cases, forcing you to restart at your last saved file. A few special fights allow you to retry from the start of combat.





If you defeat all of the enemies, you receive various rewards for the battle. First are experience points (exp). After every 1000 exp, a character goes up in level, to a maximum of level 50. Increasing level increases the character's parameters, and affects which items can be equipped. Exp is determined by the monster fought, the current characters' levels, and the bonus from any Rengeki Attacks.

Along with exp you gain GP and weapon skill points, again according to the monsters defeated. GP is the currency used in The World and allows you to buy equipment and items, or pay for some services.



Weapon skill points accumulate to raise your weapon skill rank, which eventually opens new skills for you to use. Most jobs can use only one weapon and have only one weapon skill rank, but Adept Rogues gain skill in whichever weapon(s) they use for a particular fight.

Finally, each monster has a certain variety of items that they may drop when the fight ends. Which item you receive, or whether you get any at all, is a matter of luck.



With the battle over the Battle Fence vanishes, and you can continue to explore as usual. With both an idea of what is to be found in areas at your fingertips, as well as knowledge of battle, you should be able to conquer the various locations in little time, progressing through the game with relative ease.

KEYWORDS AND KEYWORD SEGMENTS

To explore an area you must first enter that area, which involves either using a keyword from the storyline or creating one of your own. If you care to do the latter, there are segments that can be obtained in various ways, each with a different effect on the final area you enter.

The first keyword segments determine the basic area and item level, element, and area type (field vs. dungeon). The second word adds the mission for the area, affects the level and item level of the area, and determines the area's size. The second word also may add an additional element, unless the added element would be opposed by the basic element, in which case it is dropped. The third word affects the area and item levels of the final created area.

Following are the keyword segments that you can obtain in this volume of *.hack//G.U.*:

1ST WORD	2ND WORD	3RD WORD
WEALTHY	MEDIUM'S	CAMELLIA
BUZZING	WRATH'S	TWO WINGS
ELEGANT	SWIFT	PHOENIX
FORGOTTEN	BLACK	HAND SONG
SACRED	RUINED	PURE BRED
UPFRONT	HONOR	FAST HORSE
FLY AWAY	MARBLE'S	BELLADONNA
HEAVENLY	MILITARY	BUM
TRUTHFUL	ASTER'S	GENERATION
HALBERD	BUSTLING	MAGNOLIA
WARM	VANE	NEMESIS
ROUGH SONG	DAYBREAK'S	ALGA GRASS
UNSEEING	KOURIN'S	OCEAN
HARVESTING	HUMBLING	FOUNTAIN
CROAKING	HERETIC'S	LIFE BOAT
OVERJOYED	DUSK'S	BODHI TREE
GRACEFUL	SUNSHINE'S	SNOW LAMP
PALING	NIRVANA'S	CATHEDRAL
AGONIZING	CUPOLA'S	PUDDLE
PILING	FRIEND'S	TIDE ROAD
RESTFUL	BLAZING	FROG LAKE
WANDERING	DISCORD'S	BLUE CLOUD
UNKNOWING	RED PLUM'S	SCUD
OBSTRUCTED	DOOMED	GOLD BIRD
SADDENED	YOUR	DARK TREE
COUNTING	FORBIDDEN	VAGABOND
DREAMING	IDLING	PINWHEEL
DECADENT	RETURNING	EVERGREEN
PLAYING	CUPID'S	MALT TOWN
BELOVED	FORTUNE'S	IGNORANCE
FATTENING	MOURNING	GLOBE
UNENDING	ENGAGING	SNOW CAPS
ROARING	LEADING	FOOT STONE
SPRING'S	TRAGEDY'S	TWIN ROCKS
CONCEALED	CURSED	HOLY RELIC
PROTECTED	OBSESSIVE	CAT'S EYE
CLOSED	SEASON'S	WHIPLASH
FREEZING	ADVICE'S	CRAWL TREE
IMMOVABLE	FAILING	FORTUNE
DAWNING	UNLIMITED	RESORT
STARTING	PAST'S	CASSIOPEIA
ESSENTIAL	ETERNITY'S	SHADOW
SCREAMING	GRAY	OLD WORLD
CHASING	GAMBLER'S	PRINCESS
CREEPING	DESTINY'S	PHANTOM
DANCING	LOVE'S	PARADISE
HIDDEN	SUPERIOR	MASQUERADE
COURAGEOUS	STARTING	HOLY GROUND
PEACEFUL	JOYOUS	DEAD WOOD
SUBMISSIVE	CORPSE'S	RADIATION
GREAT	–	BULWARK
BLURRY	–	DAYDREAM
GALLANT	–	FREEDOM
LAZY	–	1000 OAKS
SNEERING	–	IN-LAWS
PULSATING	–	SLACKER
DELICIOUS	–	DRUNKARD
SETTING	–	EXILE
DISPUTING	–	EMPIRE
CRYING	–	METAL DOLL
COILING	–	WEED EATER
RISING	–	NIGHT MOON
CHOOSING	–	TINY BEAST
HEARTLESS	–	FOOTSTEPS
ENTWINED	–	WHICKER
ENDLESS	–	GATE
–	–	OFFERINGS
–	–	PILGRIM
–	–	VENOM FANG
–	–	MARCH
–	–	BERSERKER

CAST OF CHARACTERS

While many of the aspects of The World in *.hack://GU* are familiar, most of the characters are different. Enjoy meeting this new cast of characters and getting to know some–and wonder about the mysteries of others–even while you learn the intricacies of the altered game world. Keep your eyes peeled, and you may even spot a few familiar faces, in places you'd never expect…



[PLAYABLE CHARACTERS

While you can only directly control one character through the course of your quest, there are a handful of others that may come to join his party for various adventures. You can control the general strategy for each of these and trigger them to use specific skills, although they fight and decide what to do on their own.

Talk to these different characters when you find them in town, or are out with them on the field. You will have the opportunity to give them gifts, or trade with them for some of their items. If some of these characters grow to really like you, who knows what may happen…?

Gifts aren't the only way to increase a character's affection for Haseo. Fighting together during adventures may also help raise it, especially when their favorite actions are performed during the course of combat, or when Haseo pulls off a spectacular special move: Rengeki Attack.

HASEO

Job: Adept Rogue

The main character, Haseo is the only one of the PCs that you control directly. He is of the new Adept Rogue job, which means that he starts out like a Twin Blade, but instead of advancing high in those levels, he gains the ability to use other weapon types as he progresses in skill.

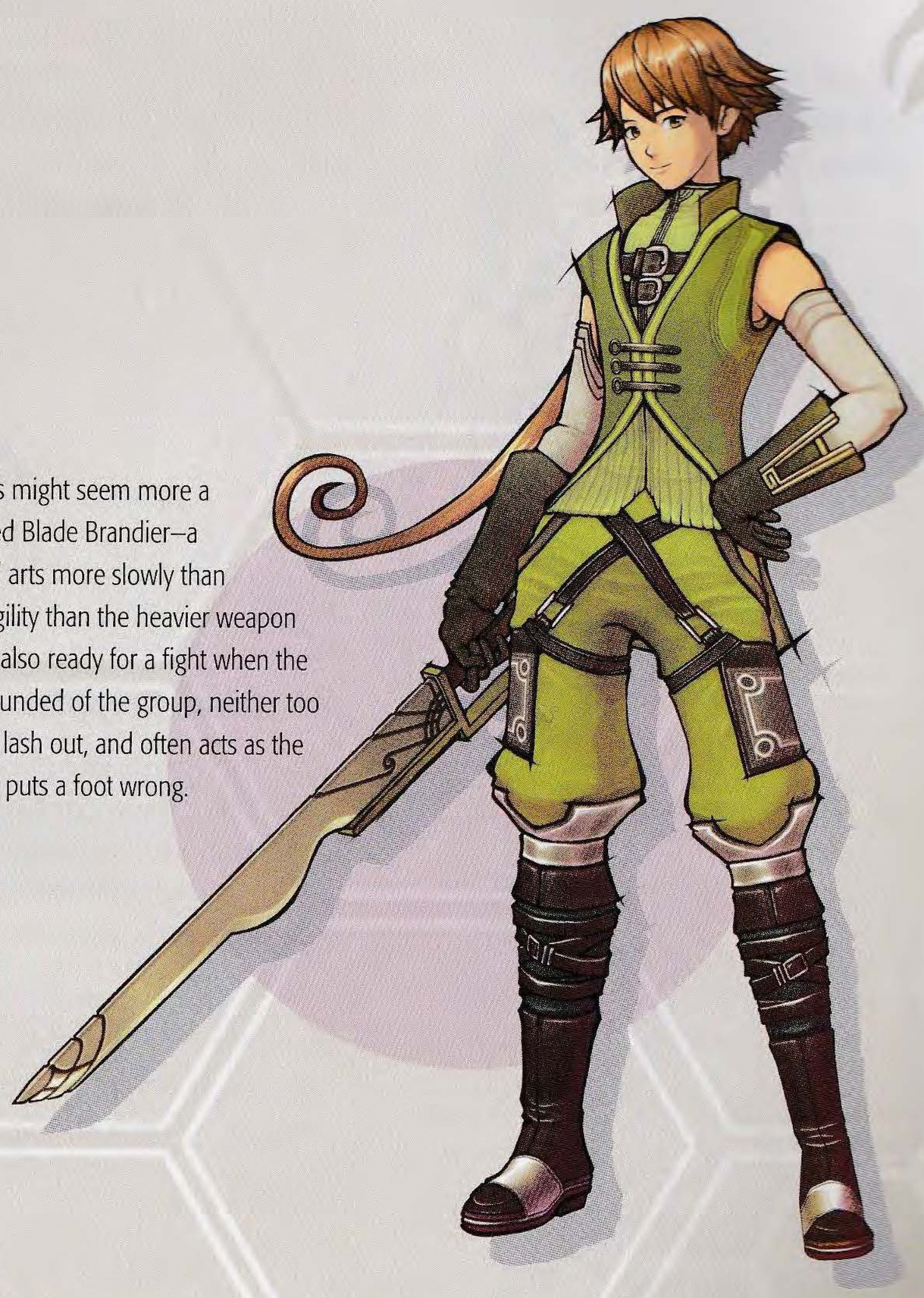
Haseo is much more temperamental than Kite, the main character of the previous *.hack* series. He's easily angered, and quick to get into a fight, be it verbal or physical. Perhaps because of this temperament he found a niche for a while as the Terror of Death, a noted PKK–a killer of PKers (player-killers, those who hunt down and kill other PCs for their own profit and amusement). But, something happened that has changed his role in The World once more…



ATOLI

Job: Harvest Cleric

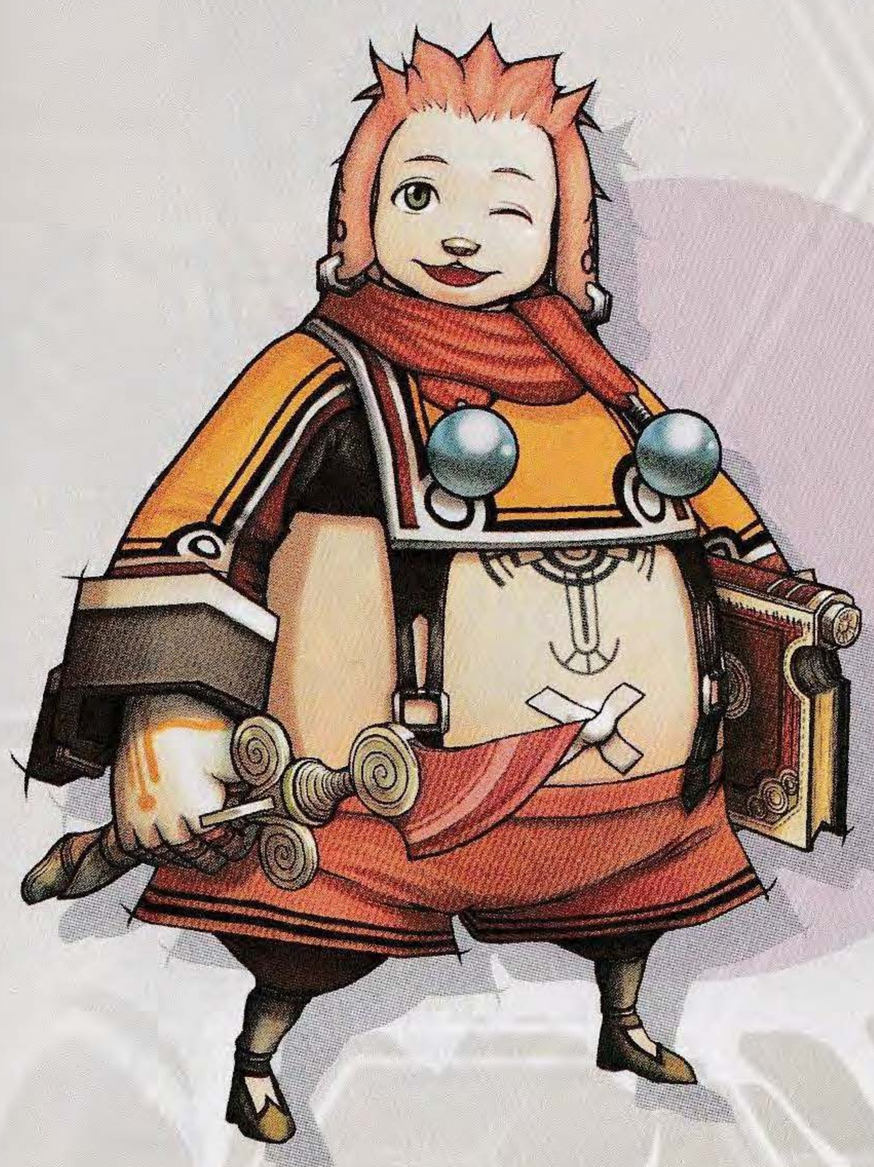
A gentle character who likes to see the good side of everything and everyone, Atoli has found her niche as a Harvest Cleric, a character skilled in the use of magical staves for healing and other supportive Arts. Her cheerful and outgoing nature often puts her at odds with the more mercurial Haseo, yet she seems drawn to him. For his part he just can't seem to bring himself to push her away for good.



SILABUS

Job: Blade Brandier

While the slim and boyish-looking Silabus might seem more a mage type physically, he's actually a skilled Blade Brandier—a swordsman that uses physical attacks and arts more slowly than a dual blade, but with more speed and agility than the heavier weapon classes. He's a friendly and outgoing, but also ready for a fight when the need arises. He's one of the more well-rounded of the group, neither too shy and reserved, nor quick to anger and lash out, and often acts as the peacemaker when the hot-headed Haseo puts a foot wrong.



GASPARD

Job: Shadow Warlock

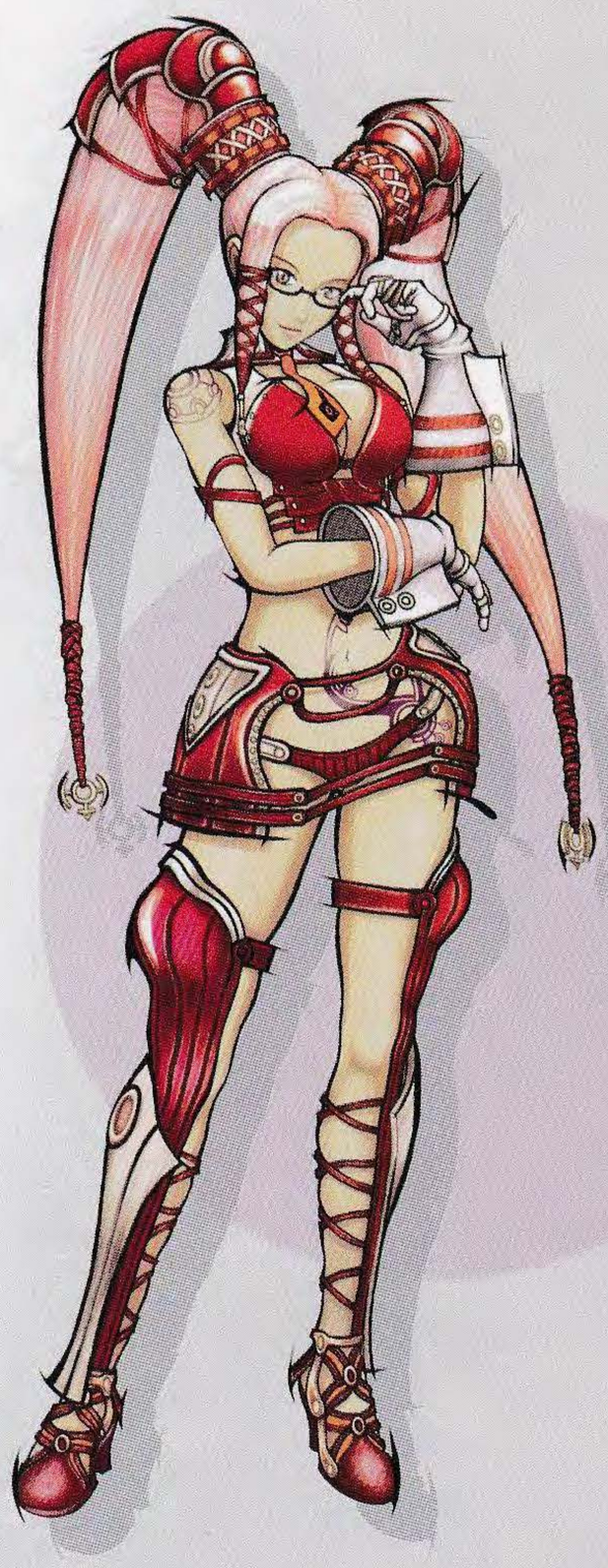
This strange PC is a Beast from the Tu Tribe, one of the new races introduced in the second version of The World. He's a Shadow Warlock by trade, using spellbooks to cast various mystic Arts much in the same manner as a Harvest Cleric, but offensive in nature rather than defensive. Gaspard fights in the back lines behind his friends in the various areas you explore, but he's not very brave, and doesn't want anything to do with the world of PK in any form. As is fitting for his canine appearance, he's also very quick to make friends, and very loyal to those that he admires.

KUHN

Job: Steam Gunner

A more mature player than Haseo, Kuhn has been in various guilds and even a guild master before joining with his current guild, Raven. He has abilities that Haseo has never seen before, and tries to act as a guide and advisor to the younger player, but his more selfless nature can often grate with the almost power-hungry playing style of the main character. While Kuhn is kind and willing to help others out, he's got a special weakness when it comes to the ladies, and may be led astray where a beautiful female character is concerned.





PI

Job: Tribal Grappler

Often a companion to Kuhn, she is also selfless, but in a way that takes the form of a more focused devotion to their guild master, Yata. She's not cruel but she is very strict, and unwilling to bend from what she believes. While she and Haseo fight almost from the moment they meet, she's still very helpful to him in her way, and her insight can at times be surprising.



PIROS THE 3RD

Job: Lord Partizan

One of the more memorable characters that Haseo meets, Piros the 3rd takes the knight in shining armor routine to new extremes. An artist by nature and by trade, he sees the world (and The World) in a different way than many of the other characters, which has led him to seek the mysterious PK known as Tri-Edge for reasons that may seem quite strange. Although he may be a bit odd, he's still loyal and handy in a tight corner.

While there are some characters who may seem shady or have mysterious goals that might conflict with Haseo down the line, there are others who are against him almost from the start, either due to conflicts in personality, or circumstances of the game. Not all of them are flat-out enemies that wish Haseo real harm, but all of them are set against him in some way. Here are a few of the more notable ones.



BORDEAUX

Along with her ever-present sidekicks Negimaru and Grein, Bordeaux was killed by Haseo in his more recent days as a PKK. The three are members of the Kestrel guild, noted for its laxness when it comes to PKs, and they've taken full advantage of that fact to terrorize other players just for the sheer joy of the fear they create. From the time of her first meeting with Haseo she's wanted revenge, and she's set herself up as an opponent to him, willing to do whatever it takes to tear him down.

MATSU

Although a member of the usually-peaceful Moon Tree guild, Matsu is surprisingly passionate and ready for a good fight. His high position in the guild could be in danger if he lets his temper get the better of him and breaks the rules, but he still lets Haseo's grating personality get to him easily, and seems to be itching to take the other Adept Rogue down a peg whenever he meets him.

ALKAID

First set against Haseo due to the nature of the Arena, Alkaid eventually takes a grudge against him much more personally. She's worked hard to become the best fighter that she can be, and was once Emperor of the Demon Palace Arena, but that was taken away from her by Endrance. Now she wants to regain her past glory, and Haseo stands in her way, in circumstances that she cannot forgive.



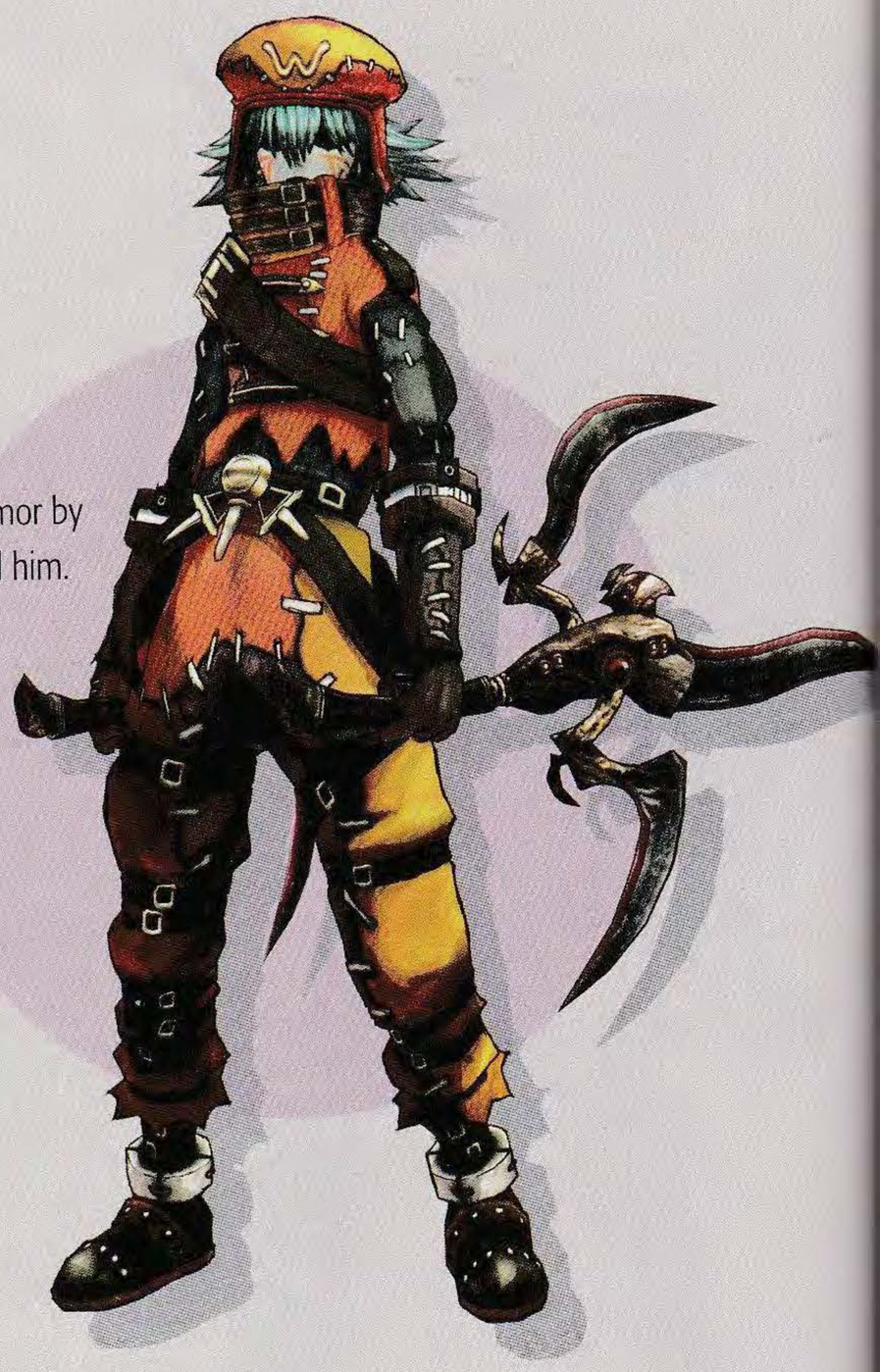
ENDRANCE

A famous player in The World for his miraculous fights in the Arena. However, this character is surprisingly unknown when it comes to the details. Most players know his name and face, but few actually know anything about him—a fact that he apparently cherishes. Although he's looked up to by many Endrance has only one constant companion—a small white cat, always riding on his shoulder.

TRI-EDGE

A PK that has taken something very precious from Haseo. He's considered to be no more than a rumor by most of the players on the boards or in the game. All sorts of urban legends have sprung up around him. A few unlucky characters know that some of these legends seem to be true.

Not much is known of Tri-Edge, other than his appearance—a strikingly familiar figure to some players, a dual-blade wearing red, and often surrounded by an azure flame…



[OTHER CHARACTERS

Although he has an abrasive personality, Haseo still catches the attention (and sometimes admiration) of players from all reaches of The World. Some join his adventures as party members, while others become rivals in some fashion. Still others lurk on the outskirts of either group, often with unclear intentions.

These are only some of the characters that Haseo meets that seem to be interwoven with his fate in some way.



OVAN

One of the first players that Haseo met in The World, Ovan rescued him from a sticky situation and helped him get acquainted with the game. He's a sort of mentor-figure to the Adept Rogue. Now, Ovan is seldom seen, and seems to be working toward some mysterious goal that even Haseo cannot fathom.

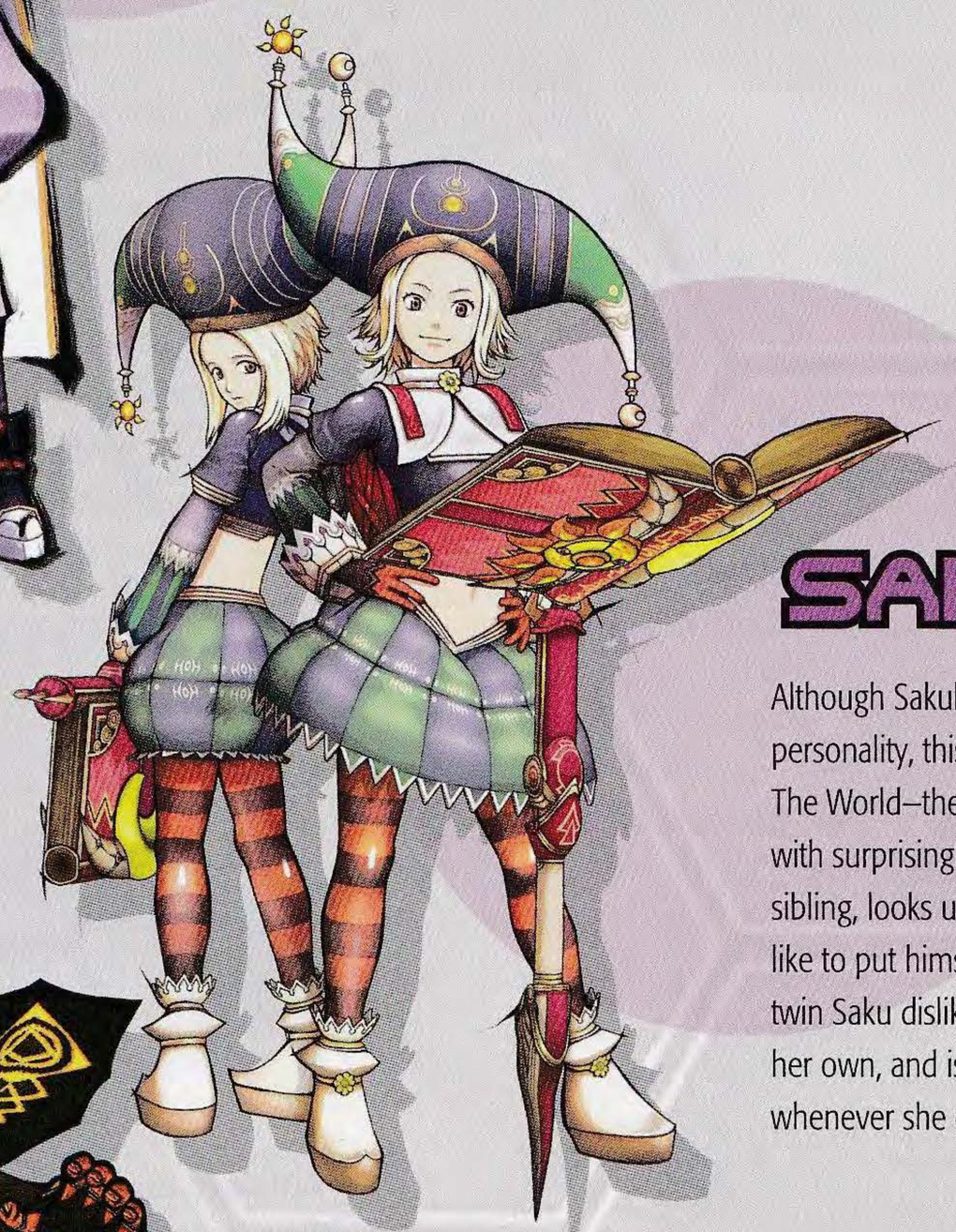
SHINO

Another member of Ovan's guild the Twilight Brigade, Shino was a close friend of both Ovan and Haseo before meeting with the PK Tri-Edge. Since that time she's never logged in, and is rumored to be in a coma to this day. Haseo has never forgotten about her, and seeks some way to rescue her from her cruel fate.



SAKAKI

One of the higher members of the Moon Tree guild, Sakaki is always calm and poised, and often willing to lecture others on the wrongness of PKing in any form. Although he speaks of peace and doing good for others, he can seem strangely cold, and has quite an air of command for someone who speaks so humbly.



SAKUBO

Although Sakubo may seem at first to have a split personality, this is easily explained by the mechanics of The World–the character is actually used by twin siblings, with surprisingly different personalities. Bo, the quieter sibling, looks up to Haseo with admiration and doesn't like to put himself forward. However, the more dominant twin Saku dislikes the main character for reasons of her own, and is often ready to be a thorn in his side whenever she can.

ANTARES

Although no one can tell what he's like in real life (or even under his character's mask), Antares comes across as a gruff experienced man, a veteran of The World's combats and wise to the ways of both the game and real world. He latches onto Haseo as his unwilling disciple, and is surprisingly helpful considering Haseo's often less-than-gracious manner.

SAME SONG, SECOND VERSE

Players used to the .hack series may be well used to directing the character Kite around the confines of The World, but this is a new volume of the popular game The World R:2. A new lead player has been cast in this unfolding drama. Now new and old players alike have the chance to get used to the new main character, Haseo, through the course of some simple to manage tutorials. Some aspects of The World are the same while others have changed drastically, but don't worry—whether you're learning new game styles or trying to change old ones, you have plenty of opportunity to learn the ropes with the information in this chapter.

[BORN ANEW



The game's opening cinema starts with the creation of a new character—the main character, Haseo. As soon as the character is finished he appears inside The World, the online RPG that the *.hack* series revolves around. As a new character, he appears on Δ (Delta) Server, in the Root Town of Mac Anu. As this online world is hugely popular, he barely takes his first steps into this new experience when he runs into two other players, IYOTEN and Asta.

These two other PCs seem to be quite the friendly type, ready and waiting to help a newbie like Haseo learn the ropes and start making his way around. They hand him their member addresses, which allows Haseo to add them to his party or send them email, and show him how to open his menu to start his first party. This incidentally begins the first part of a tutorial teaching you how to play.

At the characters' prompting, open the menu by pressing △ and scroll through until you come to the "Party" option, which shows IYOTEN and Asta now listed as contacts, with their slightly higher level (10) displayed. Your new friends walk you through adding PCs to your active party, so follow their advice and select each from the list and press ✕ then "yes" to bring them along for the ride.



Now the helpful duo move on to teaching you how to save your game—always a good idea to do often! Walk over to the NPC standing at one of the booths within the same room. The spot you want is circled in blue on the inset map on your screen. This should help to keep you from getting lost or confused. Speak to the NPC and choose to save your game, selecting the save file you want to use from one of your memory cards.



DON'T TRADE YET

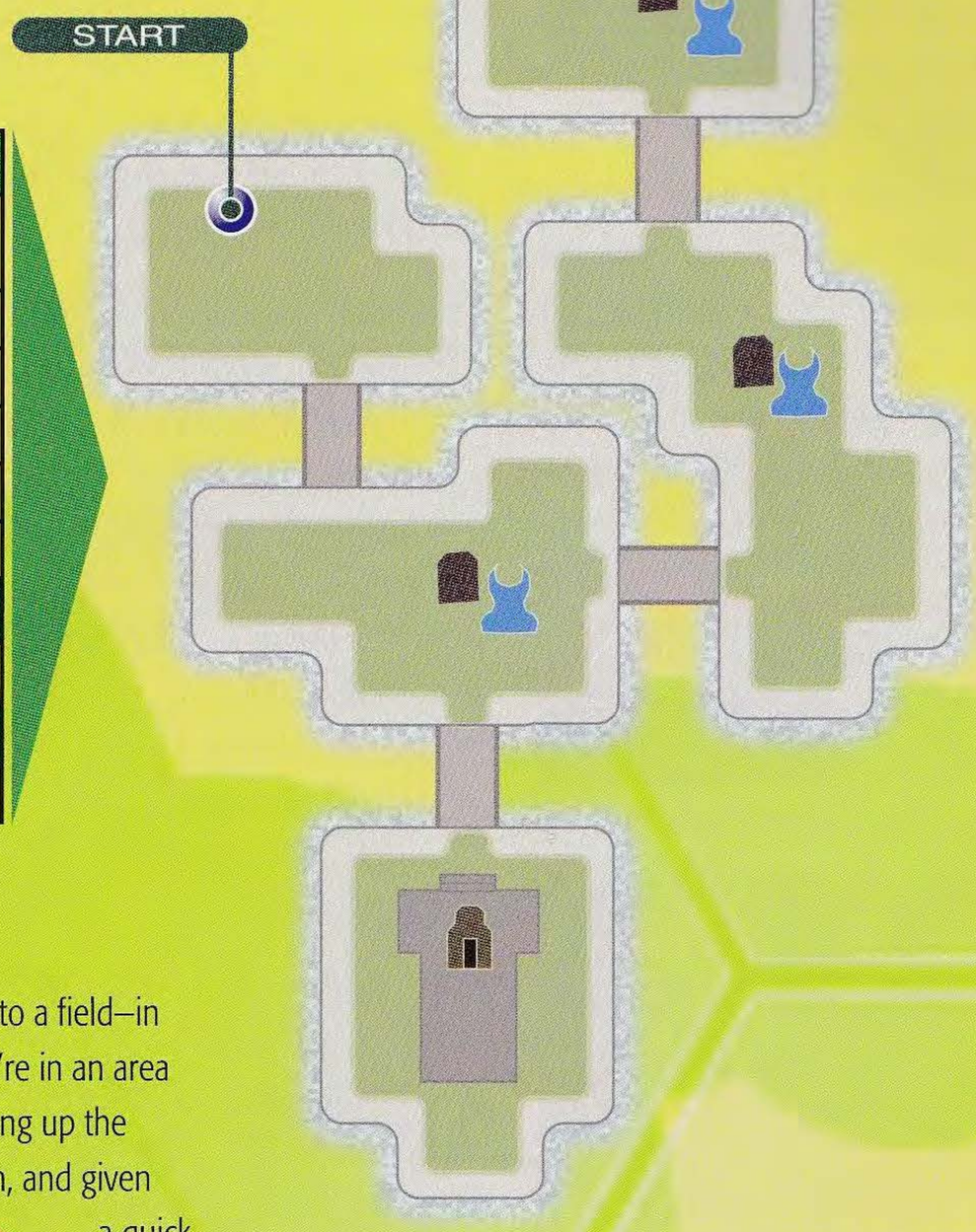
Although there are characters standing around the room with some interesting items for trade, don't start bartering for them just yet. Events later on will make this unnecessary, so just hold off on things like trading for now.

With your progress saved, your attention shifts to the Chaos Gate standing in the center of the room. Approach it and press ✕ to activate it, then follow the advice and choose the "Warp Menu" option, then "Area Word" from the submenu. Listen to the explanation of keywords and areas, and select the keywords "Courageous," "Engaging," and "Daydream" in order. Once this area is chosen, the group heads in to see some real action.

[INTRODUCTION TO COMBAT

RECOMMENDED PARTY: HASEO, IYOTEN, ASTA

AREA VITALS
NAME: △: COURAGEOUS ENGAGING DAYDREAM
AREA LEVEL: 1
ITEM LEVEL: 1
ELEMENT: WATER, EARTH
AREA TYPE: FIELD
WEATHER: SUNNY
MONSTERS
ROOKIE GOBLIN
BEAST STATUE ITEM
SKY ARMOR



MAP LEGEND

Use for all maps

- BOSS
- CHIM CHIMS
- BREAKABLE OBJECT
- PLATFORM
- MONSTERS
- / CHEST
- BEAST TEMPLE
- CHIM DOOR
- DOOR
- LEVEL EXIT

The tutorial hasn't finished with your entry into a field—in fact, it's just getting into swing! Now that you're in an area you are walked through the process of bringing up the various levels of map with the SELECT button, and given a quick briefing of the symbols and their explanations. You are also shown the gateway back to the main server, before the group heads out for battle.



Once you regain control of your character, run across the bridge into the next section of the field to the south. Here, a group of three Rookie Goblins surrounds a treasure chest. As you approach you are given a few last words of advice before the battle commences. Sneak up on the foes by approaching outside their line of sight and press ⊗ to get in a surprise attack as soon as the target cursor appears.



Since this fight is still part of the tutorial, the monsters don't act normally. This particular fight teaches you how to use different normal attacks, so the enemies won't fight back, or even move on their own, until you do as you are prompted. This gives you a chance to let your level one character beat them up soundly with normal attacks until they are all at one hit point. At this point, press and hold down ⊗ to charge up a critical strike on one of the goblins as prompted, and release the button to unleash it. Once you do so, and strike one of the enemies with the attack, the monsters and your allies begin to move and act on their own as you finish off the last little bit of the fight. You gain 3 GP, skill points, and possibly an item for your troubles.



SURPRISE!

Surprise attacks aren't too important in this field, but in normal areas you are ranked on five different criteria. You gain rewards upon leaving the area based on how well you performed overall. One of these criteria is the number of surprise attacks performed, so start learning now just how best to approach each type of enemy to get in that first strike.

If you do start normal combat a bit early, don't worry. These particular enemies don't hit too hard, and your allies have a hefty supply of healing items along, so they won't let you die. Once the fight is over, approach the chest that the goblins were guarding, face it, and press ⊗ to kick it open. You collect one Symbol Fragment, part of a group of three needed to unlock the Beast Temple in many fields, including this one.

With this particular obstacle out of the way, cross over the bridge to the east to reach the next chest and group of guardian goblins. Pick a fight with them via surprise attack, and this time the tutorial is teaches you how to use your Skill Trigger to use certain Arts. Now the action is frozen until you press R1 and select your only current skill. This unleashes your special "Gale Blade" attack, using some SP in the process.



Now attack the goblin with combos until you get a high enough chain to release a Rengeki Attack–these are covered in the Combat subsection of the "Advanced Hacking" chapter if you need help beyond what your allies give you. When the Rengeki Attack indicator appears in the form of rings around the enemy, press R1 to use Gale Blade again to kill off the goblin (or at least take it down to nearly nothing) and free the rest of the enemies to start attacking as normal.

The second chest also holds a Symbol Fragment, leaving you with one left to collect. Cross the northern bridge to the last group of enemies and move to the final chest. This one is a normal fight from the get-go. Don't worry, although Haseo is still weak, his friends help out and still use healing items if he starts to get low on health.



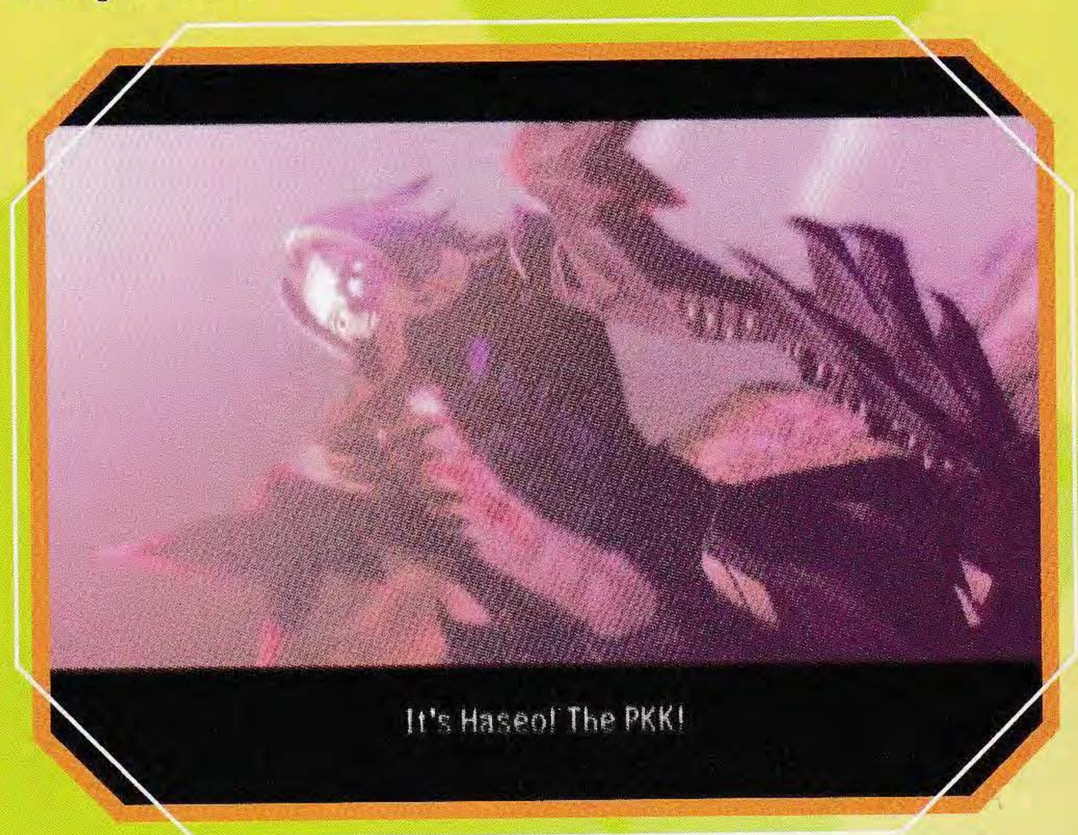
As you collect the last fragment, the three fragments combine into one and become a Judge's Symbol. Your new friends explain that this has now unlocked the Beast Temple where you can collect a treasure. Make your way back across the previous two bridges, and take the southern bridge leading to an island with the temple's symbol on the map. Walk into the temple, which is now open, and at the bottom of the stairs press ⊗ to open the door leading in to the Beast Statue.

Now it seems as if everything is free and clear–the doors are unlocked, and the treasure is simply waiting for you to take it and leave the area. But, as Haseo opens the chest to collect the prize, things take a turn for the worse over a series of cut-scenes. Watch as Haseo is introduced to a darker side of The World, and then meets up with his mentor, the mysterious Ovan, for the first time.



[FAST FORWARD

Now the cut-scenes fade from one set into the next, and the action jumps ahead eight months as the opening credits finish rolling. In the intervening time, weak little Haseo has grown into quite a force to be reckoned with. As an Adept Rogue he has a large arsenal of weapons at his disposal, and he knows how to use them with skill. He's become a notorious PKK known as the Terror of Death–one who hunts down and kills the player-killers (PKs), and he's partaking of this favorite pasttime now, defeating with ease an entire group that's fighting against him. His task isn't all for fun though, since he's also looking for a famous PK called Tri-Edge, possibly no more than a rumor in the game world.



As the credits end the view shifts back to the root town of Δ Server where Haseo runs into two other PCs from a guild called Moon Tree. They want a word with him about his choice of activities. Before they are finished Haseo receives a text message from Ovan and runs to chase after him, meeting up with him in the serene field at Δ: Hidden Forbidden Waterfall. After a chat where you the player start to gain an idea of their past history in the intervening eight months, the end result is that Haseo is given the address of another area to check out, Δ: Hidden Forbidden Holy Ground, which he does automatically as part of the cut-scene.



As a result of all of this, Haseo soon finds himself in an area known as the Hulle Granz Cathedral, with an altar desecrated by a strange shape carved into it. While Haseo is reflecting on his own memories of the area these thoughts are cut short by the arrival of a newcomer—a haunting figure that should look surprisingly familiar to fans of the previous *.hack* games.



Not only is this new adversary's form known to previous *.hack* players, but one of his attacks is frighteningly familiar as well. After Haseo gets the worst of their brief altercation, the silent figure breaks out the worst of his arsenal—the strange glowing attack recognizable as a Data Drain. Haseo's avatar breaks apart and vanishes, taking you (as his player) abruptly back to the Desktop screen.

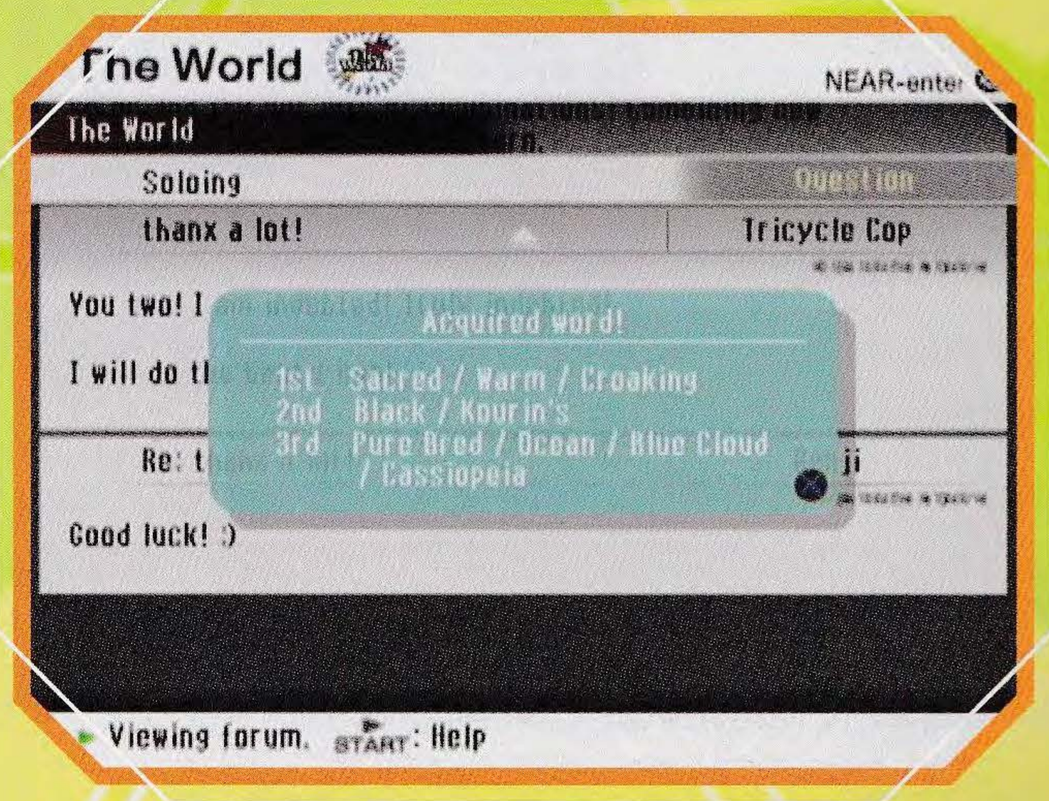
[BACK TO THE BEGINNING

As explained in the "Getting Started" chapter, the Desktop is where you as the player receive and read email from the other characters in the game, catch up on various news events, read non-official Forum's, and so on. On your first visit you find that your mail station is strangely empty, with only one cryptic email arriving just after you check the inbox for the first time.



Take some time to read all of the news capture items and Forum chatter, to get rid of the "New" flags that display on them. If you really want to get back into the action, don't worry about doing this all at once. You can take it at your own pace. Do make sure to check the "Where can I get Olm Shell?" topic in "The World" section of the Community Forum, to find the keyword Δ: Buzzing Wrath's Puddle that will take you into that area later on in the game. Also of note are the topics on the Apkallu Forum, each of which contains one or more new desktop images for you to download and use, with each message containing an image marked with a red "!" icon. To download the image, press ⊗ to enlarge it while the message containing it is on your screen, and it automatically downloads to your desktop as you inspect it. Now make sure to select the "Data Manager" option to save your game before continuing on.

Once you're ready for more, select the option "The World" to enter the game's gateway screen, where more new topics wait on the "Official Site" and "Official Forum" pages. As with the news and Forum sections of the Desktop, feel free to read these at your own pace, with the notable posts that you should read now being in the "Soloing" topic on the Forum, which gives you 3 new keyword fragments and 2 area keywords to explore later. When you are done, move into the actual game itself by selecting "Log In."



Inside the game, Haseo is in for a very rude shock. The strange attack from before not only knocked him out of the game world, it stripped away all of his experience and items, leaving him as a raw level one newbie once more! Now back at the bottom rung of the ladder, Haseo has a lot of ground to catch up on. This time though, you get the fun of leveling up!

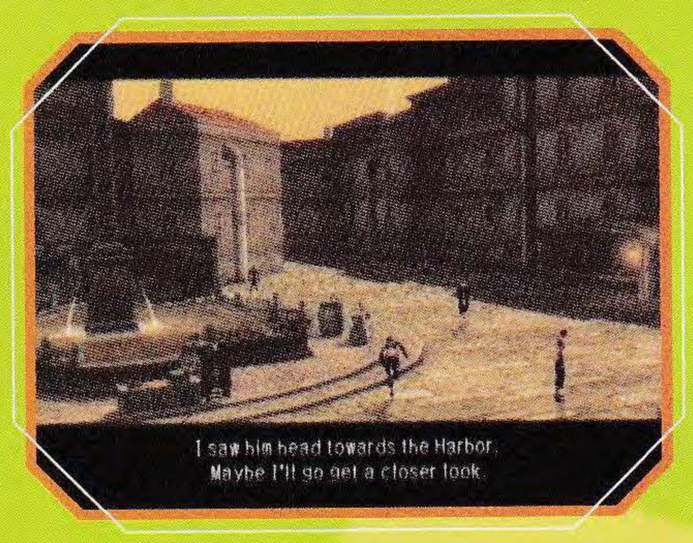


SQUARE ONE

With Haseo back at level one, you now have the chance to take him back through the levels and increase his strength from the start. Of course, while this may be a repeat journey for Haseo, you should still take it slow at the start and learn the ropes before tackling anything really tough.

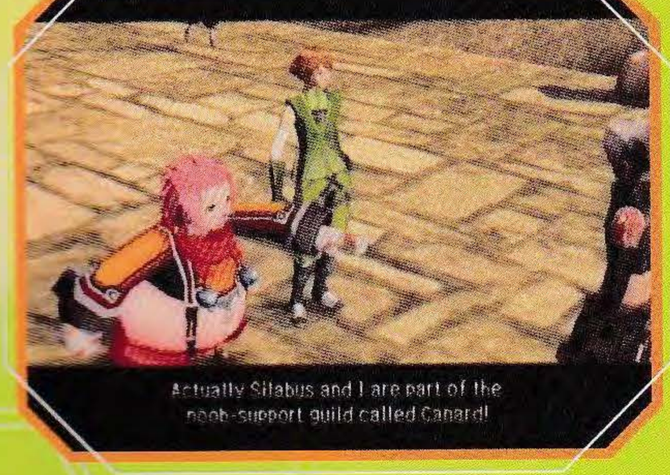
[BACK TO THE DRAWING BOARD

Once Haseo figures out just what's happened, and gets over the first nasty shock of being a raw newbie again, he hears people discussing a strange-looking character that sounds like his mentor Ovan. This is the perfect person to look to for a helping hand. When you regain control of the character it's time to explore the town, using the blue circles on the overhead map as a guide to where to go next. You should take the time to stop and talk to some of the other PCs in town, although you don't really have much to trade with them just yet.



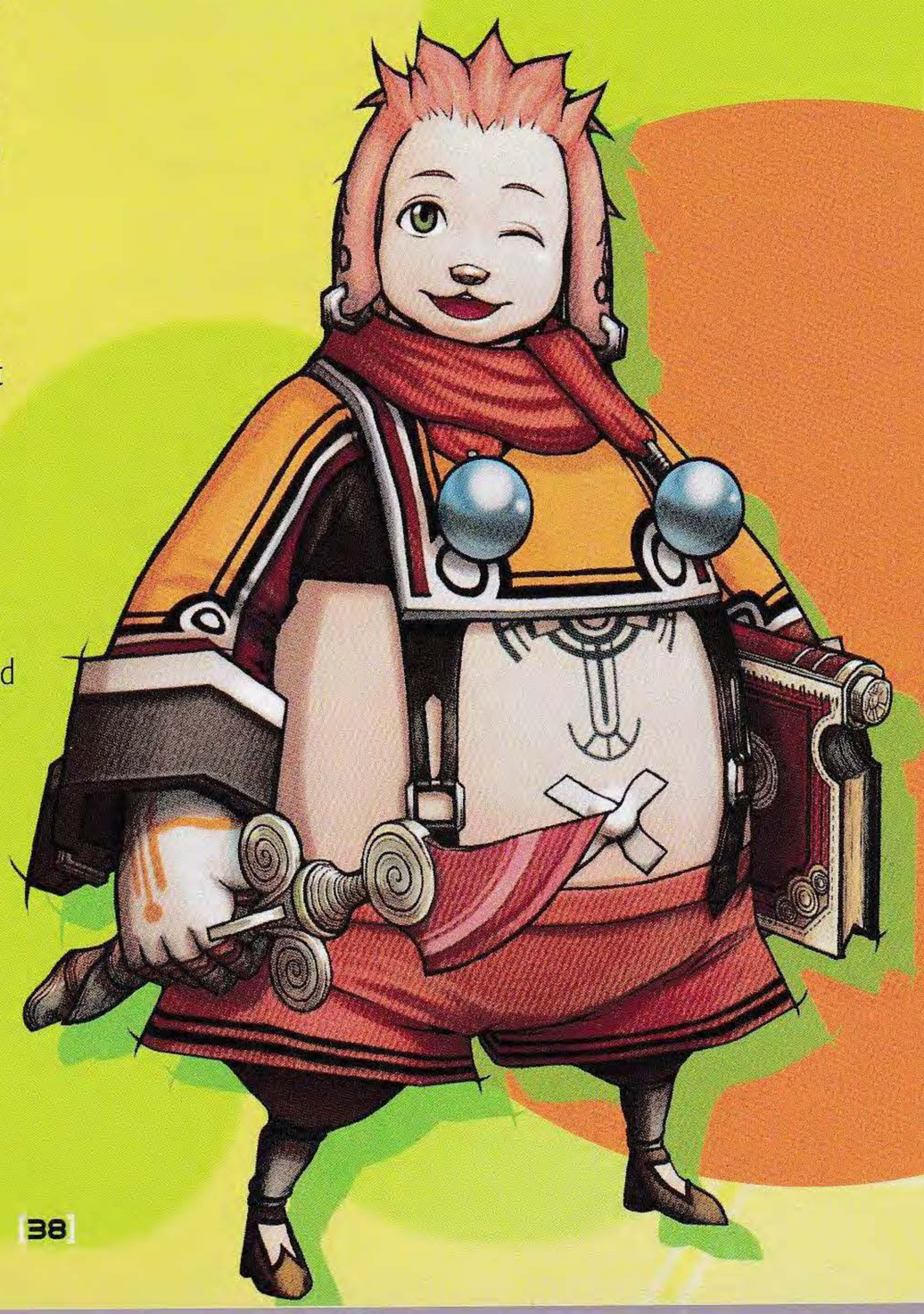
Run down to the first intersection, the town square of the Mac Anu. Here you catch a glimpse of Ovan. Follow him through the southern exit of the square, and run until you trigger the next cut-scene at the second blue circle near the docks. Continue along the twists and turns of the same path to reach the area in front of one of the server's various @Home guild halls.

Haseo is in such a rush to find Ovan that he nearly runs into a few very unsavory characters—the PK crew that he beat down shortly before his run-in with the Data Drain. He decides to beat a hasty retreat, but as he wanders lost in thought, he literally runs into a few other low-level players that stop for a quick chat. These two strangers are Silabus and Gaspard, and they claim to be part of a guild called Canard, dedicated to helping "noobs" like Haseo—or at least they think he is one. The pair give him their contact information, and shanghai Haseo into their party before the end of the cut-scene.



With control of Haseo regained, take him over to the green glowing warp point nearby, and press ⊗ while facing it to use it to move instantly around the town. Since you have no funds for shopping, select the location "The Dome" to exit near the Chaos Gate, and step inside the entry lobby to the server. As you approach the gate, Silabus gives you the keyword for the area they'd like to visit, Δ: Peaceful Leading Freedom. Save your game at the nearby NPC, then head in through the Chaos Gate using the "Bookmark" feature from the Warp Menu for your first real adventure. The red check mark on the menu and sub-menu show you which options to choose to further the storyline.





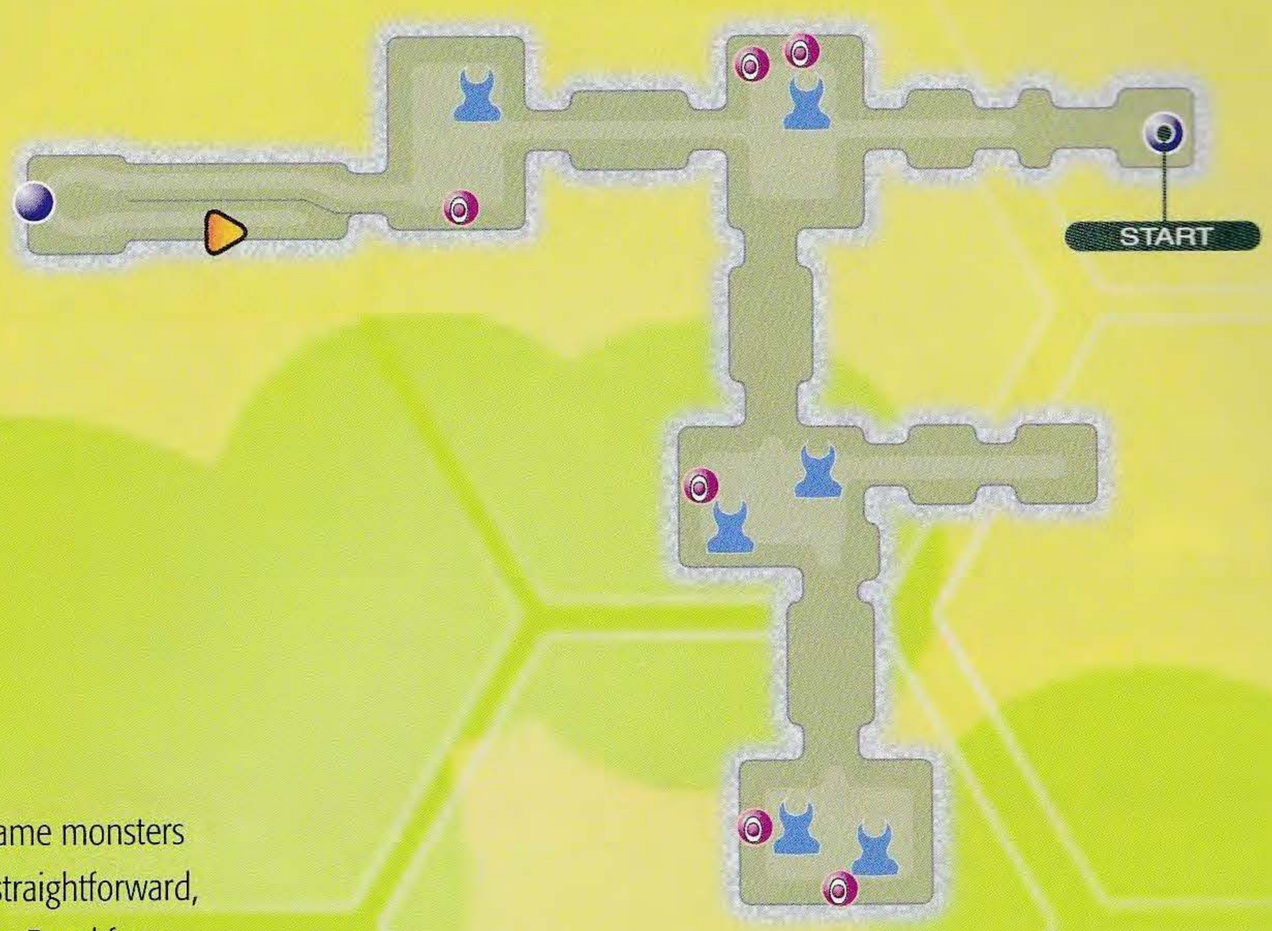
[NEW FRIENDS, NEW TRUST?

RECOMMENDED PARTY: HASEO, SILABUS, GASPARD

AREA VITALS
KEYWORD: Δ: PEACEFUL LEADING FREEDOM
AREA LEVEL: 3
ITEM LEVEL: 3
ELEMENT: FIRE, WIND
AREA TYPE: DUNGEON
WEATHER: INDOORS
MONSTERS
ROOKIE GOBLIN, VAK BEZEL, ZAN BEZEL
BEAST STATUE ITEM
WIND KOUGA
RATINGS
SURPRISE ATTACKS/ENEMY PARTIES: 12
TREASURE BOXES OPENED: 3
DESTROYED OBJECTS: 1

DUNGEON, B1

This is a level 3 Dungeon, so it shouldn't be too tough to tackle, with two slightly higher-level characters at your side. Watch the cut-scene upon entry to the area, then move into the dungeon itself.



Some of the monsters you run into are Rookie Goblins, the same monsters you fought in your first tutorial area. Fights against these are straightforward, but the combat this time is for real. Other enemies are the Zan Bezel foes, sword-shaped monsters that also attack physically. Your allies have a few healing items to use if you bite off more than you can chew, but concentrate on avoiding their attacks while comboing as much as possible with Silabus (which on good combos has the side effect of triggering his Favorite Action). To get a few Favorite Action triggers from Gaspard (and a little extra attacking power), set him on "Free Will" in the "Strategy" submenu, so he can add a few attack spells to the mix. Don't forget that you start out with a few healing items to use in a pinch!



Remember that you can use the Skill Trigger to interrupt an enemy's attack and become temporarily untouchable. Since Gaspard tends to hang back out of the fight and cast magic, make sure you don't let any extra enemies sneak past to start attacking him unobserved. The other thing to watch for is the goblins' ability to whistle and summon up more goblin allies. You can hear this when it happens, so keep your ears open and your eyes peeled.

With the first fight in your new group under your belt, take a quick look around the room you are in. There is a switch to the north side that allows you to send out jets of steam to knock a few of the Chim Chim NPCs off the carts that they ride in as they stream past. Kick the switch with ✕ just as the cart starts to move by, then chase down the NPCs to gather their Chim Spheres. These items allow you to operate various steamworks in this and other areas. Just along the west wall is another kickable switch, this one sends one Chim Chim at a time out into the room from a hole in the wall. If you're too slow to kick it, it soon vanishes into a second hole. Use the switches a few times to start building up some of your Chim spheres to use later in the dungeon. See the "Advanced Hacking" chapter for more details on these strange NPCs and the uses of their energy.



When you're done kicking things around, move through the south exit for more Chim Chims and more combat. From here the eastern exit leads to a dead end, while the southern one leads to another room with two more groups of foes and more Chim Chims. These rooms may seem easy to skip, since they don't contain treasure, but at this point you should be fighting as much as possible to build up your team's levels.

Now that Haseo has gained a level or two from fighting, return all the way north and this time take the western exit to fight your next group of foes. At this point, Silabus makes sure that Haseo knows how to use a Rengeki Attack (and unlocks the option for combat again). Continue west to reach a transporter leading out of the area if you really took a beating and need to start from scratch. It also contains the ramp leading down to the next floor, a much better option.





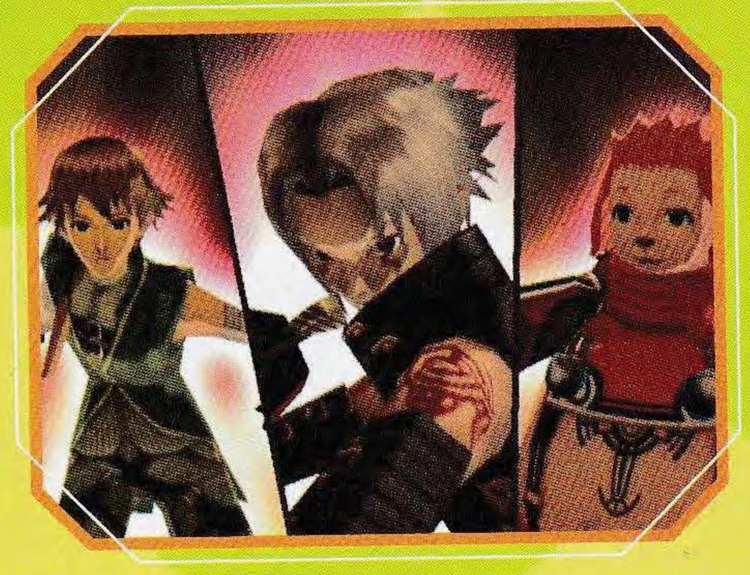
MASTERING RENGEKI ATTACKS

Your main objective right now is to gain experience, so use Rengeki Attacks as much as possible from this point on. Chain with Silabus and keep up steady, quick attacks to make this option available.

DUNGEON, B2

Just inside the first room of this floor you run into your first fight. Good thing you have a full Morale Gauge, which Silabus tells you about as the combat starts. Scroll through the dialogue and press ● to go into an Awakening Mode. There are two types of awakenings: Beast Awakening and Demon Awakening. the Beast Awakening lets you attack foes with higher damage and without fear of counterattack while it lasts. You can also use the menu to change the mode to Demon Awakening to deal magical damage without SP, if you like. This is useful against foes who are strong vs. physical attacks. This time around you should be able to get close to wiping out the enemy party before the mode ends.

Enemies may include the Vak Bezel, a red and slightly upgraded version of the first floor's Zan Bezel monsters. Heal as needed, and make more use of the Skill Trigger in a pinch.



With the fight over, it's time to start putting some of that Chim Chim energy you've been collecting to good use. There are doors at the east exit and just through the south exit that require five Chim Spheres each to unlock. Go to the eastern door first, approach it and press ✕ while standing near the red stone in the center, then select "yes" to pay the sphere cost and open the door. If you need more energy, more Chim Chims are found along the north wall of the room.



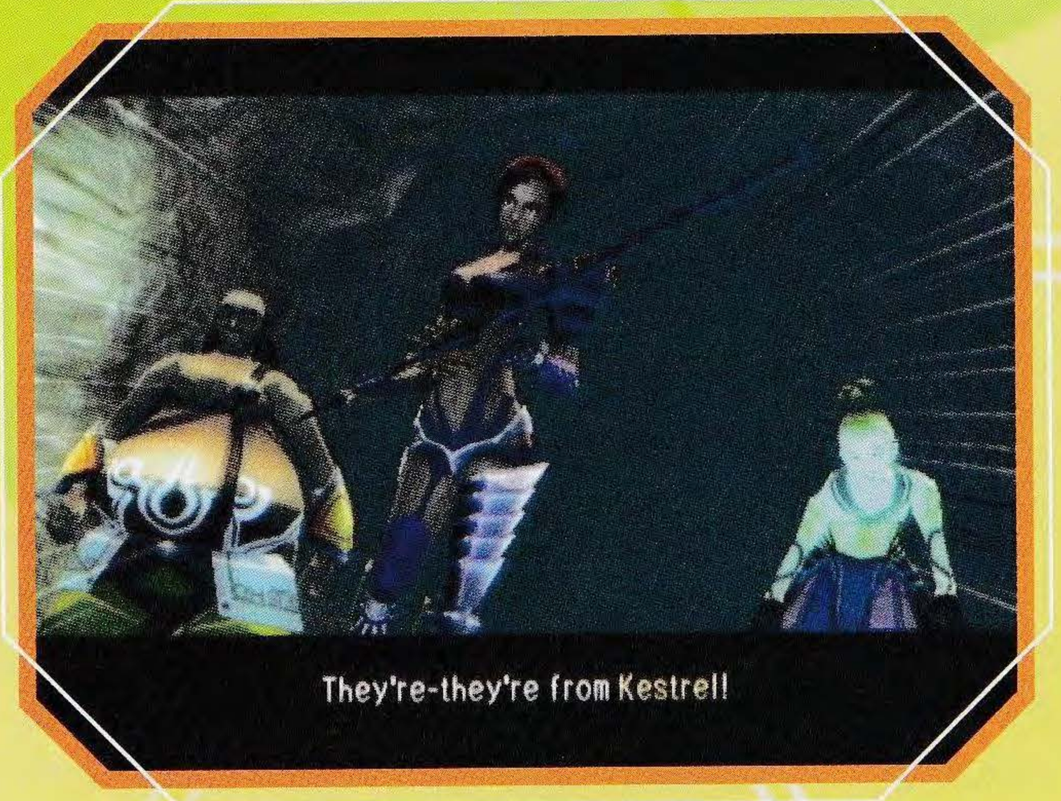
Once through the door, unlock a second one in a row, then attack the enemies just on the other side. Since you're attacking them so quickly you may be able to get the jump on them and get in a first strike before combat actually begins. Now, return to the large room and go through the southern exit and Chim Door to explore the rest of the dungeon.

In the next room two more groups of enemies await, along with two more exits. The western exit leads only to a dead end, so go south to unlock the next door and go through into another large room. Here you find a breakable object, a treasure chest, and a trap box all in the same room. Collect the items from the object and chest, then kick open the moving box and quickly enter the code that flashes on the screen to open it safely and gain the prize. Making a mistake forces you to start entering the code again, with time still running out. If you fail to enter the code in the time given you receive nothing, so focus! Equip any useful items that you can before moving on.



Take the exit to the east for two more fights, head north, then move east for a quick cut-scene and a final door. Beyond this door lies the Beast Statue for the dungeon, which holds at its base a treasure chest ready for you to claim your first time through. Step forward and kick open the chest to gain the main prize for the area, which triggers another unwelcome cut-scene with a few old "friends."

This time it isn't Ovan that breaks into the scene, but a strange woman with very large pink pigtails. While she doesn't necessarily hit it off with Haseo, she does offer a cryptic warning before leaving the group to finish up with the dungeon and head back to the root town.



[SECOND ENCOUNTERS



As the group discusses their experience back at the Chaos Gate in town, a familiar face appears to speak with (or lecture) Haseo. This is Atoli, the green-and-white-clad Harvest Cleric that was with Sakaki of the Moon Tree guild. She spoke with Haseo in the town square before his fateful encounter with Tri-Edge, and now she gives Haseo her contact information before leaving, followed soon after by the two other new friends.

Now Haseo is at a bit of a loose end, and all three of his contacts are busy, leaving exploration of new areas a risky business for the moment. You also receive a new mail notification, so log out of The World to return to the desktop.

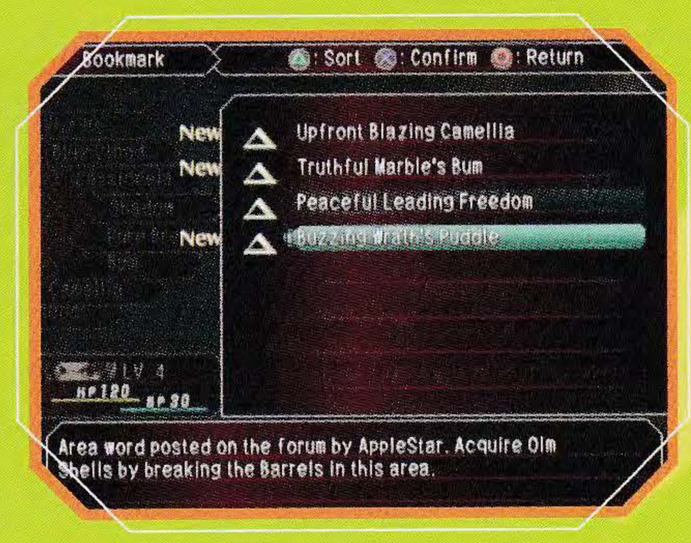
You find four new messages when you check your mail. The first is from Pi, the pink-haired woman at the end of the previous dungeon. You have the opportunity to send a reply to the message, keeping in mind that if you pick the more friendly choices, you tend to get better responses down the road. There are emails from Silabus and Gaspard as well. Silabus, also invites Haseo to help out in a quest. Before exiting the email program you can also check your address book to see more detailed information on your three new contacts, including their current level of attachment to Haseo.



Before going back into the game check the Apkallu Forum for a new thread containing yet another new desktop picture. Save your game at the Data Manager before returning to The World to see what Haseo can get into next.

[SECOND JOURNEYS

Once Haseo is back online, Silabus and Gaspard are also both finished what they are doing, and are ready to be reinvited. While there is a blue circle on your overhead map, with both friends at your side this is a good opportunity to go into one of the areas you have on your list from the bulletin boards. Δ: Buzzing Wrath's Puddle is only a level 5 area, which is perfect for you to take on with your friends, and it gives you a chance to collect the Olm Shell materials that customize your weapons. Call Silabus and Gaspard to your side, then select that keyword from the Chaos Gate's bookmark list to enter.



AREA VITALS
KEYWORD: Δ : BUZZING WRATH'S PUDDLE
AREA LEVEL: 5
ITEM LEVEL: 6
ELEMENT: WATER
AREA TYPE: FIELD
WEATHER: STORM
MONSTERS
RUE FANG, WILD KETTLE
GOTT STATUE ITEM
NAJA GUARD
RATINGS
SURPRISE ATTACKS/ENEMY PARTIES: 10
TREASURE BOXED OPENED: 6
DESTROYED OBJECTS: 6



The area you enter is another field, much like the area you went to for your first tutorial mission. However, this one is even easier to navigate. It holds breakable objects not marked on your game's overhead map, so watch for them to collect the objects inside.



OLM SHELLS

While you might not need a large number of the Olm Shells found on this field for your own use, materials for improving weapons and armor usually have a lot of trade value. It's always useful to pick up extra shells to stock for getting good items from the PCs in town.

The first group of monsters guarding the first chest (it holds a Symbol Fragment) is near your starting location. Catch them by surprise by approaching the blank spot between two enemies, but they move around so this may not be possible.



Rue Fangs have fast, physical dash-attacks, and they also cast spells that hit many times for small damage that can freeze your characters temporarily. If you see them start to glow, you should interrupt them with a weapon skill if you have the SP to spare. The Wild Kettles have higher defense and don't use ranged attacks, but they do have a quick-dash-and-attack move that you should block or interrupt if they start to glow red.



With their high HP and defense, these enemies are a prime candidate for one or even two Rengeki Attacks, so use the fights against them to build up your experience. To better raise the chance of Rengeki Attacks, target the same foe as Silabus unless you need to keep something from chasing down Gaspard. You should build up the Morale Gauge a few times on this field so use it when you can, taking the opportunity to experiment with Demon Awakening against these high-defense enemies.

Once you finish with these enemies check south, where you may find a PK battle going on. Run up against the glowing blue wall to enter the fight–this first one is very quick and simple, so don't worry about holding back. Rush directly in and strike the hapless PKer a few times until she falls. This leaves you with one item directly from her and two small item rewards from the would-be victim.



Once the PK battle is done, visit each of the other three chests on the current island and fight off the monsters guarding each one. As you explore the eastern part of the island you should also note the palm trees shaking. Approach these and kick them to release a swarm of the bomblike Chim Chims to replenish some Chim Spheres. Don't get so distracted chasing down NPCs that you run into one of the monster parties unexpectedly. There is one guarding the chest here, and another separate one just northwest of the first.



Once you're through cleaning out this island (including the plateau) head south across the bridge into the waiting arms of a group of monsters. They start out with their backs to you, so you should be able to sneak in and get in a first strike before they are aware of your presence. Aside from these foes, the island holds only a second group of enemies guarding the next bridge, and a single tree. Visit both of these in turn before crossing to the third island.

Now go to the northeast corner of this island, where you find the first of the NPC Mecha Grunties that are scattered throughout the various areas. Approach and press ⊗ then choose "yes" to donate up some of your Chim Spheres to replenish its fuel supply. This time it's just five spheres, although it grows each time you rescue one of these NPCs. In return for the first rescue you gain a Smoke Screen item. Kick open the breakable item nearby and break open another barrel just beside it to the west on your way back to the bridge.





PC CHECK

Whenever you are near a platform with a transporter back to town, check the area for PCs. They often stand beside these gateways, ready to talk to a passing adventurer. Speaking to one nets you an item, or a temporary ability increase. You can also trade with a PC by the gate, but after the second time you talk to them they warp back to town, so do any talking or trading before you exit out of the conversation menu.

When finished on the southern three islands, go north across the bridges to the northernmost section. Be ready for a group of enemies just on the other side of the last bridge that are tough to avoid or sneak up on. Once you are finished with them check out the tree just to the east–at the base, you find a small NPC creature known as a Lucky Animal for you to chase down and kick, much like the Chim Chims. These animals are very fast and hard to catch, but tend to run in circular patterns. Run ahead and intercept it as best you can, kicking it using ⊗ when you get in range. Each Lucky Animal has different effects, but this one gives you 2000GP when you catch it, quite a boost to your meager purse thus far!



Clean up the final monsters on the island and claim the last Symbol Fragment as a chest reward. With this in hand the door to the Beast Temple unlocks, allowing you to enter and claim your prize. Once you have it, exit out and take the nearby gate back to town, where you should do any shopping with your newfound wealth and save your game before continuing on with the actual storyline quests.

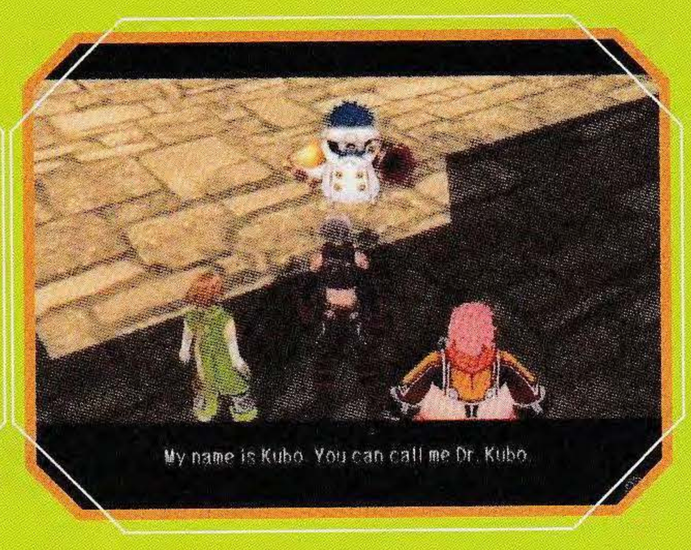
NEW DOORS OPEN

Now that your levels are buffed up a bit more, you should be ready for anything that the next mission throws at you. It's time to check for the next step in the main storyline once again, and get the show back on the road.

[MISSIONS AND MONSTERS

Check your overhead map in the root town to find a blue circle around the symbol of a globe, just to the east of the town square. This is the location of the Quest Shop. Travel to this spot either using the travel globes, or by just running down from the Chaos Gate, and speak to the NPC at the shop's booth.





This strange-looking fellow is the worker for the Quest Shop for the town, in charge of handing out tasks to adventurers who meet certain qualifications. In the future it's up to you to remember to check here from time to time to see if new adventures have opened up (see the "Side Quests" chapter for a bit of help), for now it's a necessary part of the storyline to help Haseo relearn the ropes as a low-level adventurer.

Accept the "Crown Quest" task from the shop to get started. The mission in question is fairly simple. You must find a King Chim Chim in the dungeon whose keyword is given to you by the NPC, and kick it until you manage to receive the special Chim Crown that it wears. Once the NPC is done speaking and the cut-scene between all of the characters ends, go back to the Chaos Gate where you find the new keyword added to the list of accessible areas. It's level 5, just like the last area you visited, so head inside without anything to worry about.

AREA VITALS
KEYWORD: △: CHASING CUPID'S PHANTOM
AREA LEVEL: 5
ITEM LEVEL: 5
ELEMENT: WATER
AREA TYPE: DUNGEON
WEATHER: TWILIGHT
MONSTERS
GOBLIN ROOKIE, RUE FANG
RATINGS
SURPRISE ATTACKS/ENEMY PARTIES: 3
TREASURE BOXED OPENED: 2
DESTROYED OBJECTS: 6
TREASURE BOXES OPENED: 3
DESTROYED OBJECTS: 1

RECOMMENDED PARTY: HASEO, SILABUS, GASPARD



This particular area is in the style of an old Eastern mansion, with hallways and rooms making up the spaces to explore. Run west from the starting gate along the hall and through the first room. Stop to collect the items from breakable urns and some Chim Spheres before you reach a locked door. Beyond the door you find a group of monsters that are fairly familiar by now. Possible foes are Goblin Rookies and Rue Fangs, both of which you've already seen. After the previous dungeon you should be able to beat them handily with no special preparation, so tackle them and clear out the room before taking the western exit into the next hall.



Once you're finished with the Chim Chims in the next room, unlock the next door and continue onward to tackle the second group of foes. Other than the bombs there is nothing else here to find. Return to the earlier room with the intersection and now take the southern doorway. Collect the item from the chest in the next room, then take the eastern exit first, through the Chim Door.

The next room holds only more Chim Chims and breakable jars, so clear it out and move through the next locked door to the last room down this path, where you find more monsters and another chest. Return to the latest intersection, then head west and unlock the next door. Head through the room, stopping only for the Chim Chims, and into the next where you find a Lucky Animal. This particular one is a Nue, which drops a King Chim Chim once you chase it down and kick it, which is the goal of your current quest.



King Chim Chims are a very large, elaborate version of a Chim Chim. They are rare and hard to find, but when you do find them it's worth your while. You must kick the king ten times to receive its energy, but it's not as simple as kicking a regular Chim Chim. Once you start to kick the King Chim Chim it starts to grow angry, and will leap up into the air, and come back down in an attempt to land on your characters, which rob them of some of their Chim Spheres.

The lost spheres appear on the ground as blue glowing balls of light, but don't pay attention to them while continuing to chase down the king. You can get an average of three kicks in before the king leaps, so get into a rhythm of three kicks then moving away, watching for the shadow of the king to see where it will land in order to avoid it. As soon as it lands, move back in to resume kicking.

As soon as you manage to finish off the King Chim Chim your Chim Spheres should be maxed out at 99, which is the normal outcome of defeating this NPC. This time, you also receive a special "Chim Crown" item. With this, your current trip into the area ends, you are automatically taken out to the ranking screen, and then back to the Chaos Gate in town. The hiring NPC meets you here to collect the item. From there you are taken back to the quest NPC, who marks your mission as complete.





QUEST SHOP JOBS

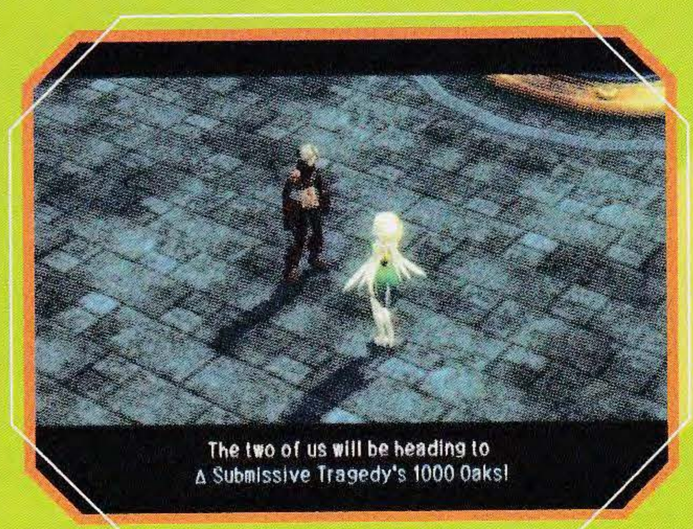
Finishing Quest Shop jobs is a good way to unlock new features of the game. In this case, Dr. Kubo decides he wants you to help him with his study of Chim Chims, which unlocks the "Chim's Kicker" event. Visit Dr. Kubo in his house near the @Home rooms, and he gives you a Chim Chim Radar. When he's done chatting with you, talk to him and choose to "View Records" and you may well already have enough Chim Chim data to receive a helpful prize or two. See the "Collections" chapter for more detail on this task.

Once you are done receiving your reward of a Text of Wisdom, you see a new mail notification. After visiting with Dr. Kubo, log back out of The World to see what new messages wait in your inbox.

[A MOONLIT ENCOUNTER

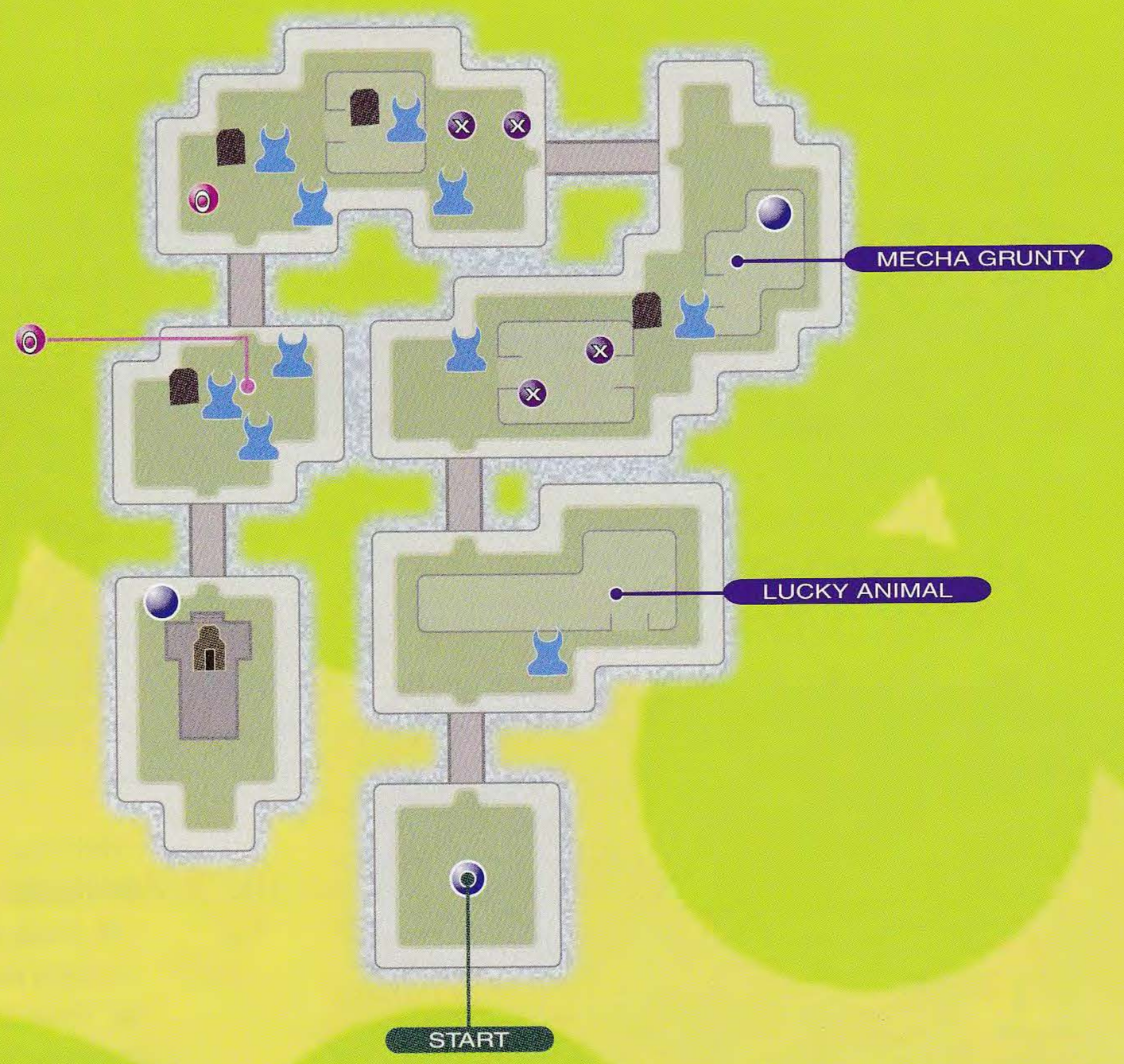
By now you have a new message from Atoli, who invites you to join her in visiting a favorite area on Δ Server. She also sends the keyword which is added to your list as soon as you read her message. There is also a message from CC Corporation, the company behind The World, giving you an official notice about the Chim's Kicker event. Read both messages, then log back in to the game to meet up with Atoli.

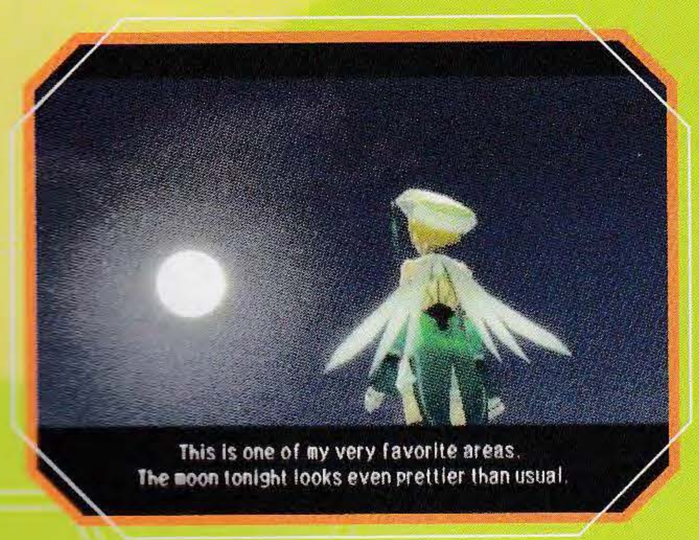
The Harvest Cleric is waiting for you by the Chaos Gate, so use the menu to add her to your party. She wants to go with Haseo alone, so leave both Gaspard and Silabus behind and head into the area with only Atoli in tow. Since many of the monsters here are weak to the water element, you can even slot one of the Olm Shells you collected earlier into your weapon for a little extra boost.



RECOMMENDED PARTY: HASEO, ATOLI

AREA VITALS
KEYWORD: Δ: SUBMISSIVE TRAGEDY'S 1000 OAKS
AREA LEVEL: 3
ITEM LEVEL: 4
ELEMENT: FIRE, EARTH
AREA TYPE: FIELD
WEATHER: NIGHT
MONSTERS
ONION MASH, ROOKIE GOBLIN, VAK BEZEL
BEAST STATUE ITEM
SKY ARMOR
RATINGS
SURPRISE ATTACKS/ENEMY PARTIES: 10
TREASURE BOXED OPENED: 5
DESTROYED OBJECTS: 4





Once in the field, Atoli seems to have other things on her mind besides bloodthirsty brawling. After a short cut-scene though you get a bit of a chance to explore, so head across the bridge to the next northern island and turn east to find the first group of monsters–a piece of cake to fight by now in this lower-level dungeon, even with only one other party member in tow. The monsters here are also fairly easy to sneak up on, so practice getting in sneak-attacks to increase your ranking at the end. The new Onion Mash monsters are similar to the others–generally physical in their attacks, and of about the same difficulty–so you don't need to change your fighting style around when they show up.

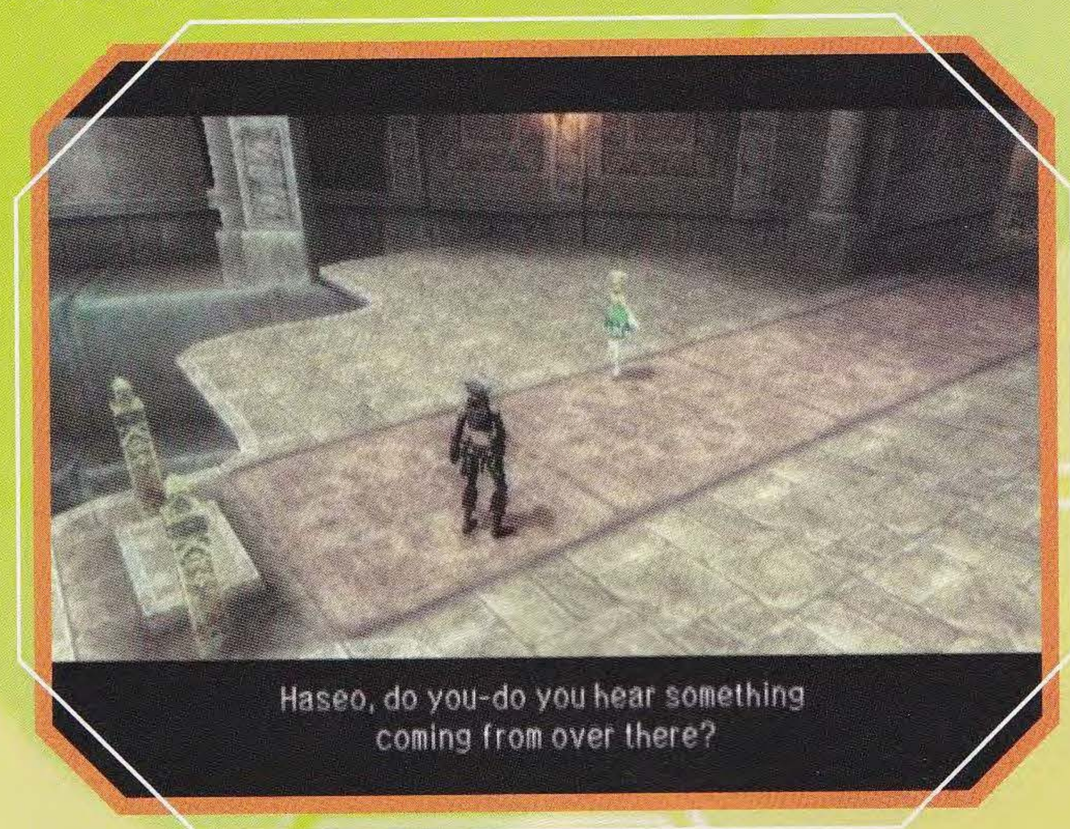
Climb onto the plateau to find the Lucky Animal of this dungeon, an NPC called Sleipnir that agrees to help you out in the next five fights–when those fights start, Sleipnir appears and damages every foe in the combat area. Climb back down and around to the north of the plateau to cross the next bridge to another island.

The next group of foes waits at the foot of the next plateau's entrance, so fight them off before climbing the plateau to collect the breakable items there. Take the eastern exit off the top to challenge the next monsters at the base, claiming a Symbol Fragment from the chest that they guard. The next plateau on the island just to the northeast holds another Mecha Grunty, so rescue him before heading for the top bridge leading over to an island to the west.



After a brief dialogue with Atoli, break open two barrels slightly to the northeast, then turn your attention to a group of enemies to the south. West of this group (past the plateau) you find a second group of monsters, with a third to the north at the foot of the plateau entrance. They guard another chest with the second Symbol Fragment. One more enemy party waits on the plateau itself guarding the third chest, this one trapped.

Once this island is clear, run back off the plateau and across the bridge to the south. There are three enemy parties here scattered about the small area, one guarding a chest and the final portion of the symbol to unlock the Beast Temple. Once you've cleared the island, go south across to the final island of the field. This last island holds nothing but the now-opened Beast Statue room, so dive in and collect your reward. When you do this you trigger more dialogue between the oddly-matched pair. Just then, Atoli hears something that needs to be investigated.



Once you regain control run back outside, follow Atoli to the entrance and speak to her. Follow her to the northwest corner of the island, speak to her again, then remain on her tail as she runs south along the temple wall. This triggers another cut-scene and a change of location to the eerie realm of Indieglut Lugh.



In this cavernous area the pair of PCs run into danger and meet yet another new character. They also witness a type of power that Haseo has yet to encounter in The World—that of the Avatar.



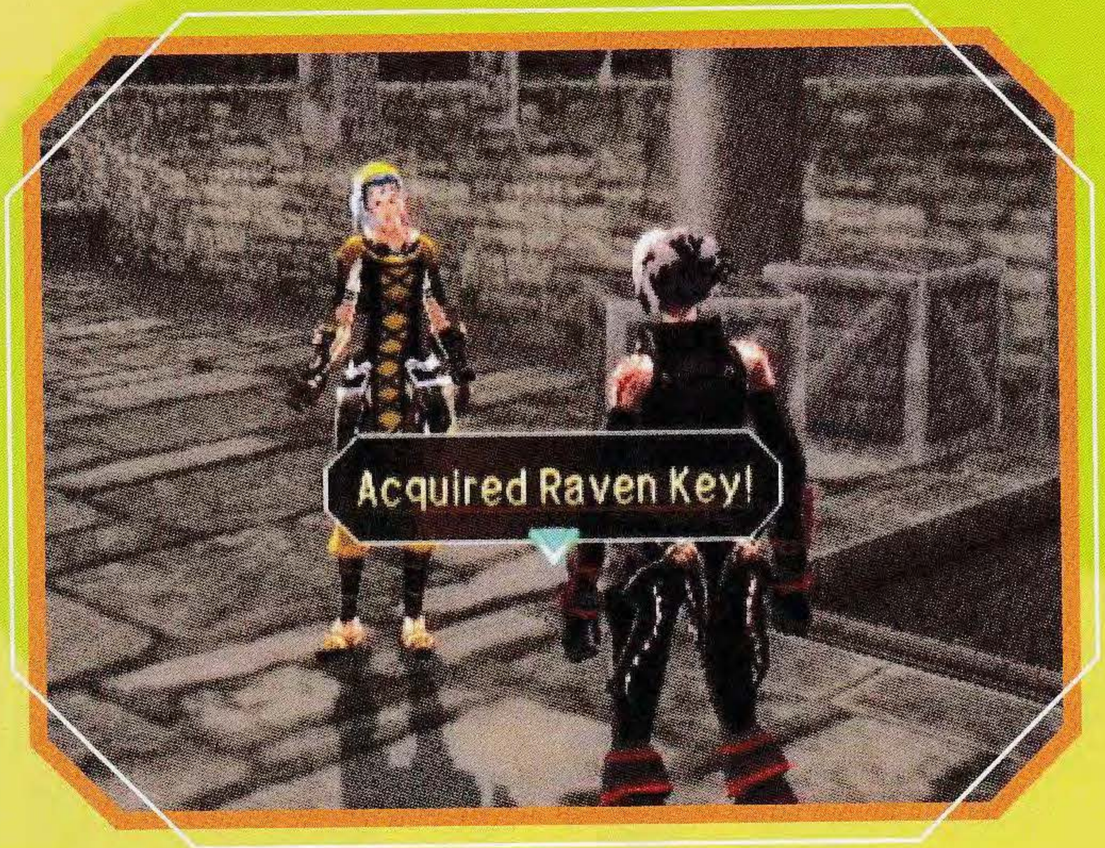
After gaining the contact information for Kuhn, a well-connected player in The World, Haseo is notified of yet another bit of email waiting for him. Run to the opposite side of the room from the lake and up the dark passage in the back to reach an enclosed area with a platform back out into Mac Anu. You can now exit this strange area. Finally, log out of the game to see what the people you have met have to say.

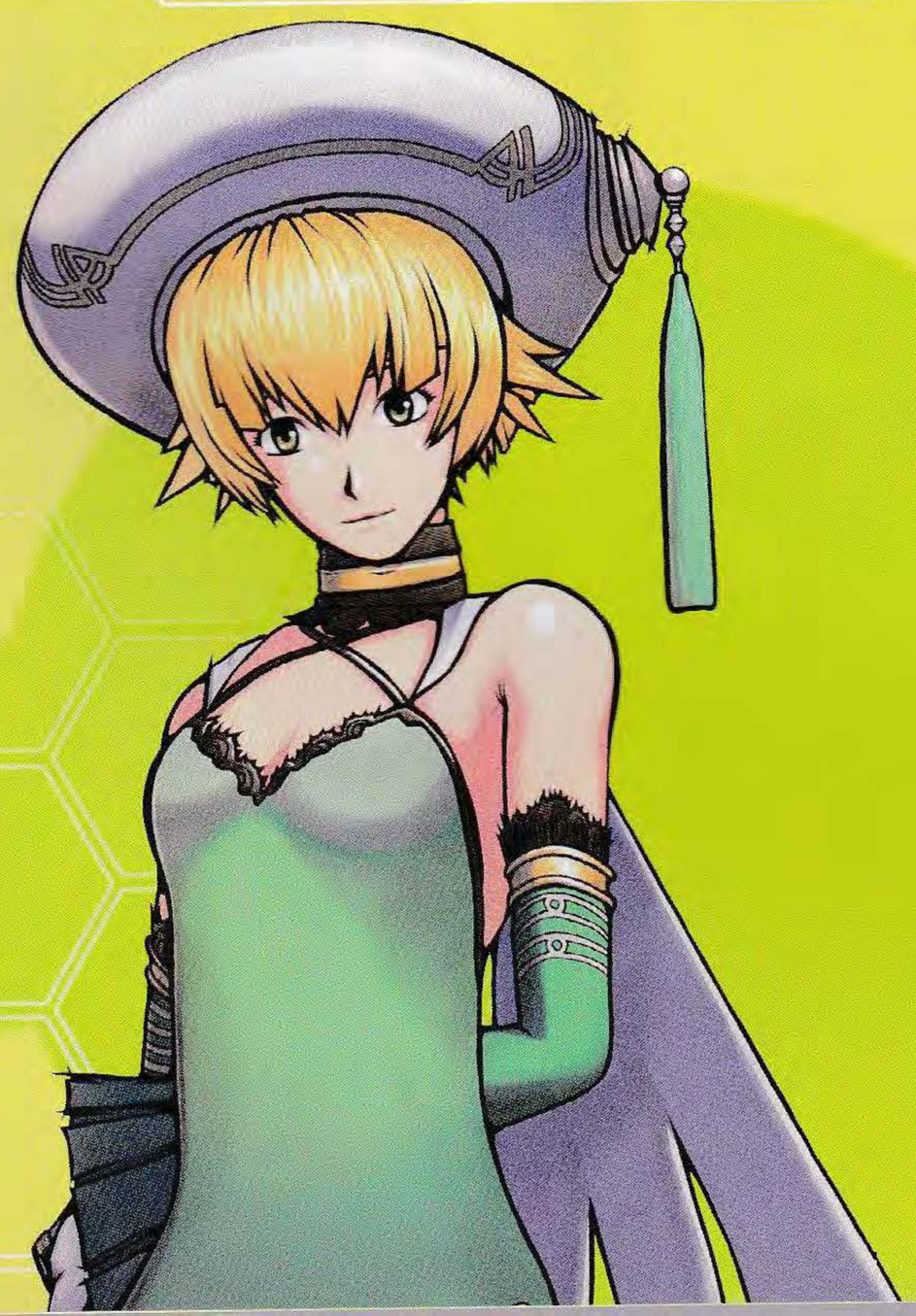


[QUOTH THE RAVEN

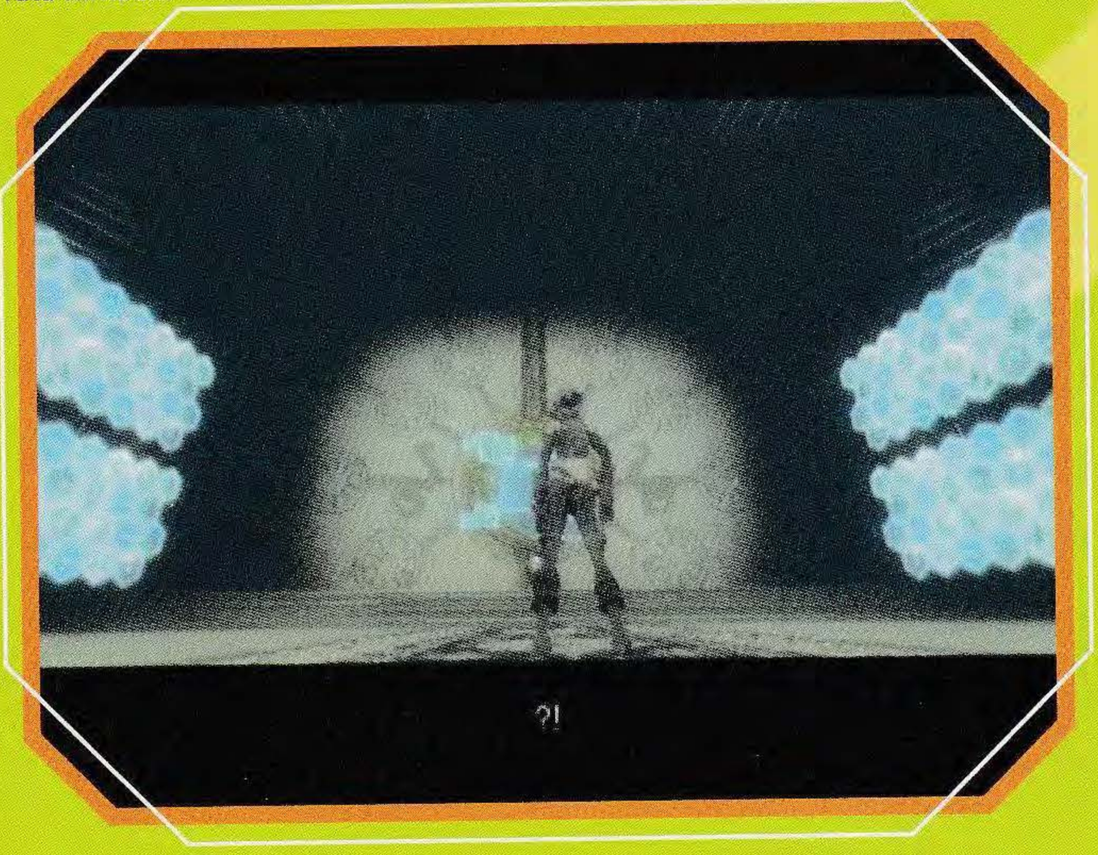
The first email waiting for Haseo back in his inbox is from Kuhn, inviting Haseo to visit his guild, Raven, to learn more about Tri-Edge and Avatars. After reading this you also have two more emails from Silabus instructing Haseo about the use of Customization, setting Skill Triggers, and using the quick-recover commands in battle. There is also a letter from Atoli that you can reply to, regarding your recent adventure. When you're done with your inbox, note that Kuhn's contact info is also added to your address book, letting you see more info on him.

This is all that waits for you on your desktop for now, so save your progress and log back in to accept Kuhn's invitation. The entrance to the guild hall is along the southwest of town in the mercenary district, marked with a blue circle. Taking the Warp Point lets you reach the doorway in a snap, and stepping forward to approach the door begins a dialogue with Kuhn explaining the @Home rooms and guild system. He also explains that you need a guild's key to enter its hall, and gives Haseo the Raven Key.



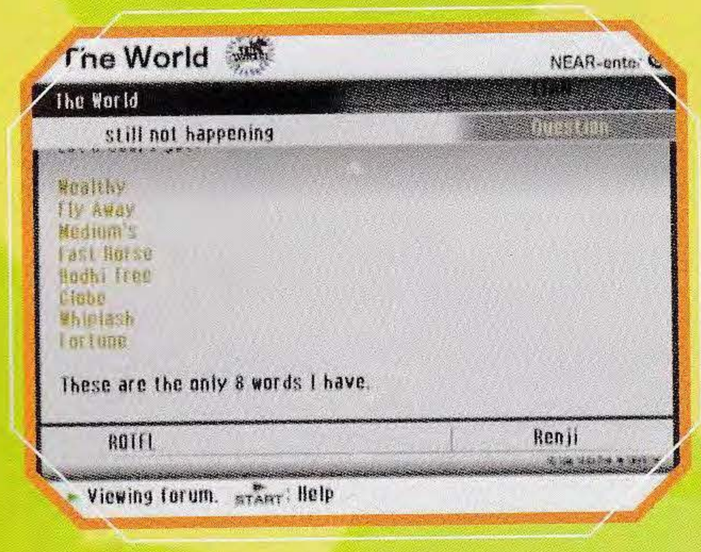


Once the cut-scene finishes, Haseo has permission to enter this particular guildhall. Approach the door, and press ⊗, and select "Raven" when it appears. Once inside, Haseo is in for a bit of a surprise as he sees a semi-familiar face before being admitted farther in to speak with the guildmaster Yata himself.



Further inside the guild hall Haseo meets with the head of the Raven guild, at which point he has to absorb a lot of information including what Avatars are, why he himself has the potential to summon one, and just what is going on underneath the glitzy surface of The World. He's also recruited to help out the guild's cause, in an unofficial fashion, before leaving to digest all of the new information.

Once the cut-scenes are finished, Haseo receives the familiar new mail notification. This time there is a blue circle showing the next spot to go in town, but go ahead and take the time out to check your mail outside the game. This email is from Kuhn, inviting a reply in which you have the choice of two questions to ask him in turn. When you've answered the email you find new news captures, as well as new Forum messages waiting.



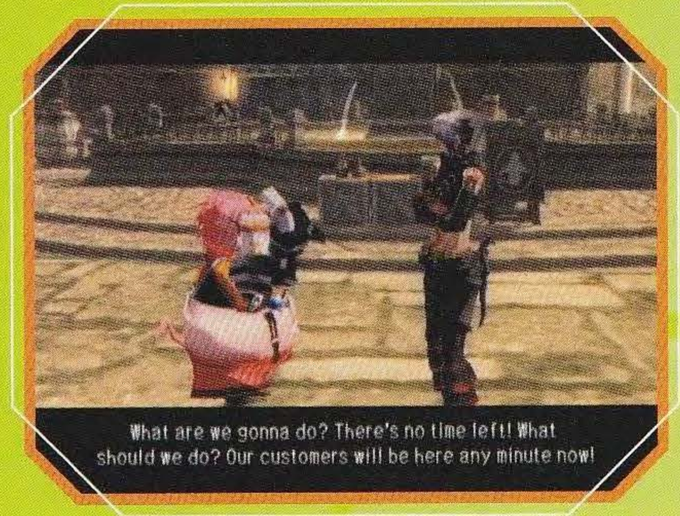
With the email and other items taken care of, log in to the gateway screen of The World, where you see new Forum messages indicated. Make sure to read the "still not happening" topic where you find a whole handful of new keyword segments, and even entire keywords for areas to explore. Now you are clear to head back into The World and tackle that next task in line that is waiting in the town square.

JOINT ENTERPRISES

After your adventures so far, you should have a lot of side areas ready to be explored, but first you need to take care of a little business with your friends. It's time to pay some attention to them before you get the chance to explore to your heart's content.

[HASEO THE HAPPY SALESMAN

Back in the game, head straight south out of the Chaos Gate room and to the Town Square. Here the blue circle on the map indicates a cut-scene between Haseo and Gaspard, triggered when you enter the square. It looks like the small Shadow Warlock is in some trouble running the shop for his guild, Canard, and he's hijacking Haseo to help him out. Gaspard hands over 3300 GP for Haseo to go purchase the items he needs to sell before letting him get to work.



The shopping goes faster if you use the Warp Points to teleport immediately to the right areas, which are helpfully marked with the blue circles. First, head to the kiosk along the east side of the Chaos Gate (the "dome" exit), and pick up 10 Caramel Sauce for 250 GP each. With that out of the way, travel down to the same area holding the @Home rooms, at the southwest part of town off the "Mercenary" exit. Enter the shop just to the north of the Warp Point, marked with a staff on the overhead map, and speak to the NPC to the right side as you enter the store. Purchase 10 Asian Mangos, the item at the very bottom of the list.





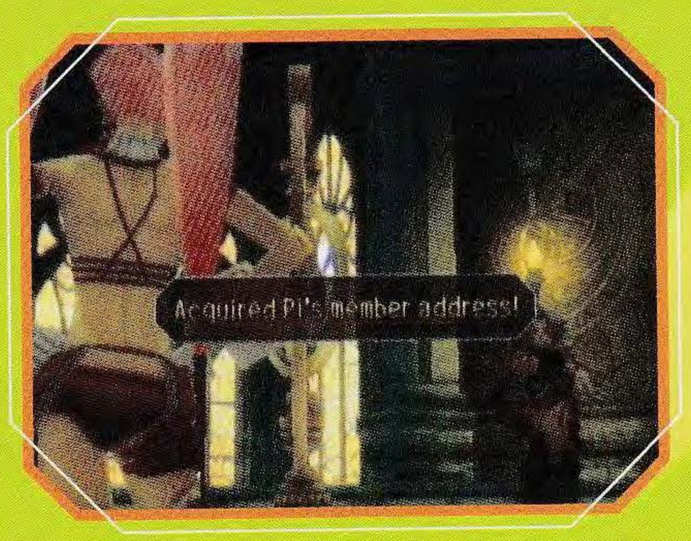
With your shopping done, return to the town square and speak to Silabus who is standing just north of the fountain. If you've got all the right items a cut-scene begins, and by the end of it Haseo finds himself pressed into service as a salesman for the group. While this may be a boring job for him, it does have its bonuses—Haseo takes this opportunity to meet another new friendly face, a diminutive character named Sakubo, and runs into a few "old" friends as well.

When all is said and done, Haseo not only reconnects with people, but also finds himself nominated as guild master of the Canard guild! Since it appears he can't get out of it, it looks like it's up to you to make this happen—eventually.



[HASEO THE INTREPID EXPLORER

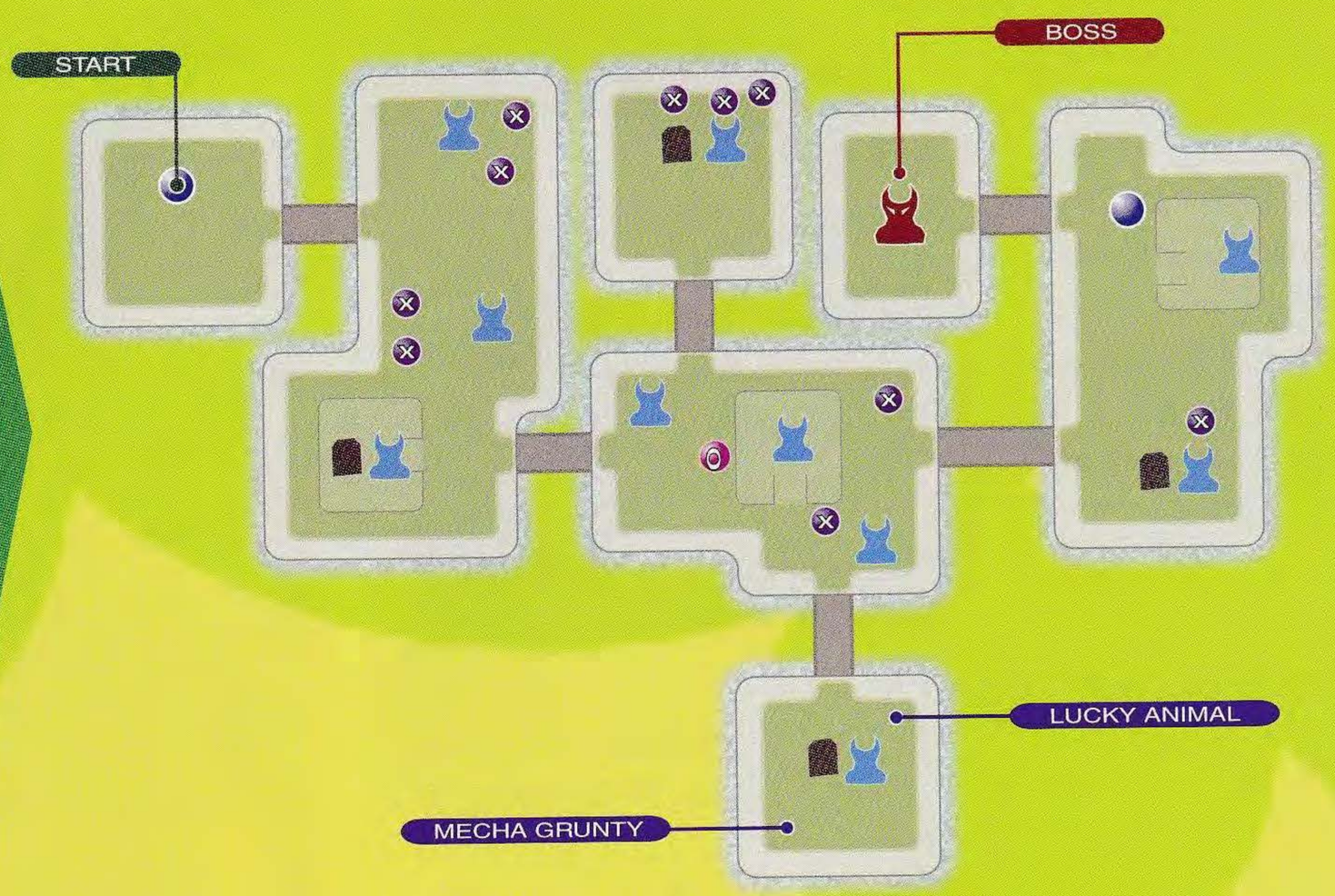
As Haseo finds himself a bit lost at the moment, it's a good thing that he receives a new mail notification at this point. Log out to check the mail, where you find a note from Kuhn along with a thankful message on the Forum. Log back in to the game to find Kuhn waiting to give you a helping hand, along with the less-than-happy Pi. It looks like the guild idea will have to go on the backburner for a while, as these two are ready to tackle the problem of getting Haseo's Avatar to emerge. Pi gives you her contact information, so add both of them to your party, since no one else is available at the moment.



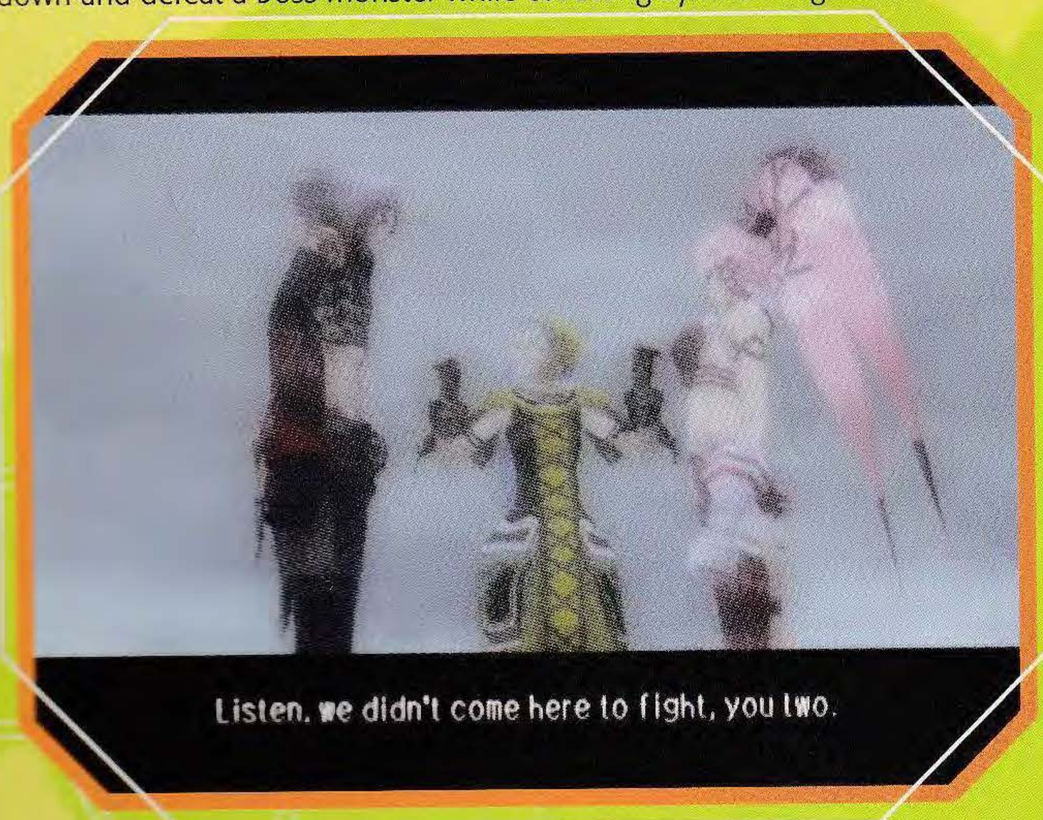
Before heading in to the new level 8 area, note that the new Forum areas on your list are all lower-level than this. You could explore them now, but it's a better choice to leave them for later to gain a bit of experience with lower-level party members, as Kuhn and Pi are even higher-level than Haseo at this point. Choose the Δ: Great Cursed In-Laws keyword at the Chaos Gate to get right to business. Since this field's element is again water, use the Fire Mouse Skin to customize your weapon (if you have it) to help against these more difficult foes. Also take a few Stimulant Soda items, for use against this field's end boss.

RECOMMENDED PARTY: HASEO, KUHN, PI

AREA VITALS
KEYWORD: Δ GREAT CURSED IN-LAWS
AREA LEVEL: 8
ITEM LEVEL: 10
ELEMENT: WATER
AREA TYPE: FIELD
WEATHER: STORM
MONSTERS
GOBLIN MAGE, LIZARD HUNTER
RATINGS
SURPRISE ATTACKS/ENEMY PARTIES: 11
TREASURE BOXES OPENED: 4
DESTROYED OBJECTS: 9



The idea here is to get Haseo to learn to summon his Avatar, which requires that he connect more with his character. To do this, Kuhn thinks that fighting battles will help. To that purpose, you are in this field where you must track down and defeat a boss monster while collecting Symbol Fragments.



When the dialogue is over, there is nothing but the platform back to town on the first island, so cross over the bridge to the east and locate a group of enemy monsters toward the north end of the next island. Lizard Hunters are easy to take by surprise and get in a first strike, but they have a short dash-attack that they charge up with a red glow that might hit Haseo a bit hard until he has the chance to level up more. Goblin Mages have more HP, and have not only a water-based attack spell but a healing ability as well. Whenever they show up, take them out first, and watch them all carefully so you can interrupt any casting that they attempt. If you fill your Morale Gauge, use Beast Awakening against these, unless you're near the end of the field and are saving up for the final fight. Against both enemy types, block their charged attacks often and use your Skill Trigger as needed to interrupt them.



In combat on this field, remember that Kuhn and Pi are both higher-level, so if Haseo gets in trouble have him hang back and let the other two do the dirty-work. Pi hits quickly and is easy to form Rengeki Attack chains with them. However, since your teammates are higher-level than the enemies, you have to be quick to get in the Rengeki Attack before they kill the foe outright.

Make your way south down the island, fighting enemies as you go, and collect the item from the chest on the plateau before crossing the bridge just east of it. Clear off the enemies from the northwest and southeast of the island and the top of the plateau before crossing the bridge to the southern island. Here you find not only a group of foes guarding a chest, but also a Fate Worm Lucky Animal and a Mecha Grunty in need of rescue. Help out the grunty and track down the other NPC for a quick shot of 2000 GP before running back across the bridge and over the next bridge to the north, where you find only a few breakable items and a lone chest guarded by yet more monsters. By this point, make sure to start saving up your Morale.



With the small side-islands out of the way, return south across the bridge to the larger island and finally cross the bridge to the east. Fight off the nearby enemies to collect the contents of their chest, then fight the extra group of enemies on top of this island's plateau to gain more experience and build up a last bit of Morale. Now, cross the second bridge looping back to the west and cross onto the final island holding the boss fight for the field.

Approaching anywhere near this enemy takes you into a cut-scene before the fight, so there's no chance to get the jump on it. Watch the short scene and be ready for combat as soon as it ends.



BOSS STATS

For more concrete, numerical details on various monster or boss skills, see the Bestiary section of the strategy guide.

CRUMPLE TREE

SKILLS
FOREST'S WRATH, TITON HOOD
REWARD
DRY ROBE

SIZE	LEVEL
L	11
HP	**SP**
459	136

ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE
18	19	10	16

FIRE	WATER	WIND	EARTH	LIGHT	DARK
3	1	1	3	1	3

This enemy can be dangerous if you take it too lightly, but it isn't too tough when it comes to defense and HP. Your main job is to make sure it doesn't take your characters down with any serious moves before you can finish it off.

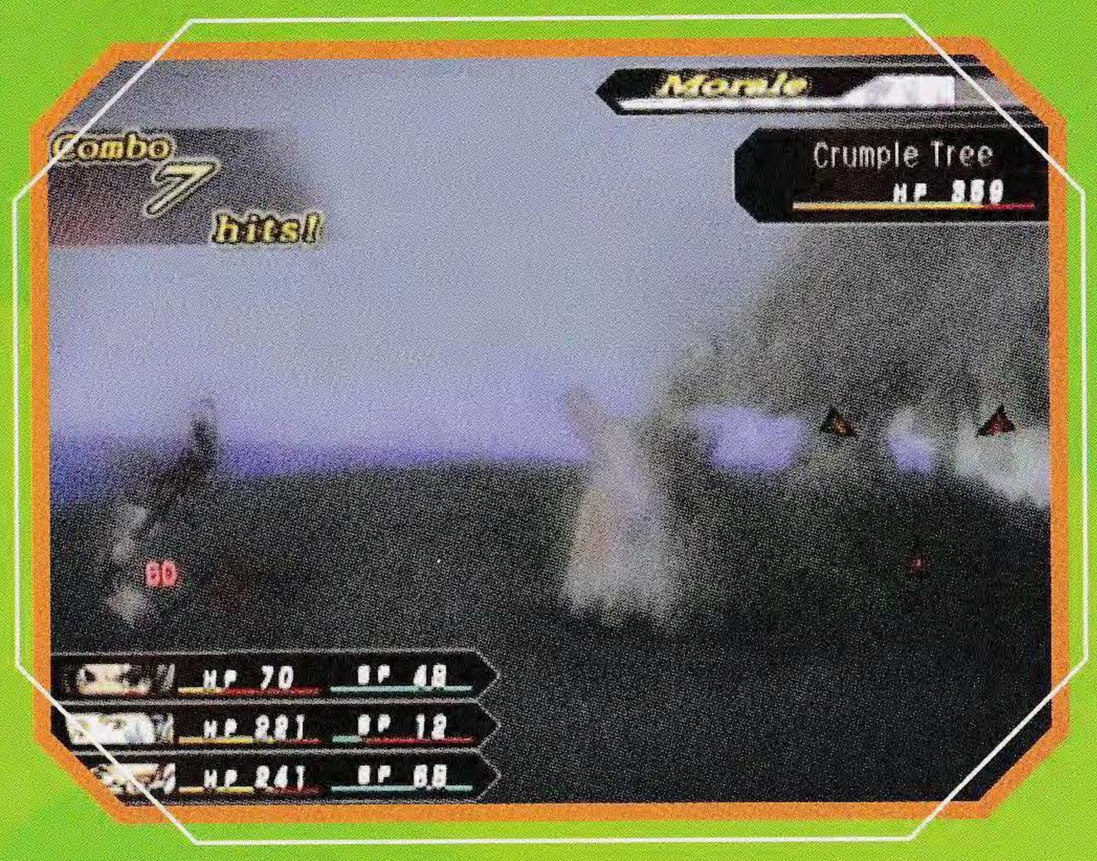
The main challenge with this enemy is the sleep gas that it sets off all around it. To avoid this, watch for the tree to lean forward and charge an attack. If you see this, pull far back to keep Haseo out of the area of effect. If characters do end up asleep, they're out of the fight until the effect is removed, wears off after some time, or until they take damage from the tree. A Stimulant Soda is needed to remove the sleep effect from the character to get them back into the fight quickly.



The other thing to watch out for is the enemy's high-damage area attack. When he's about to use this he leaps up into the air, then smashes down to damage all the characters around him. Keep your characters as separated as possible to make it more likely that the area attack will be off-center and won't hit them all, and block or pull back when you see him leap. There is a front-arc only version of this attack where the enemy tree rears back into its back roots before smashing down, which makes it even more important to separate your party and surround the foe.



On the bright side, since this enemy has weak defense and HP for a boss, and since your allies are higher level than Haseo, one round of an Awakening and you should be able to finish it off. Trigger the Awakening Mode as soon as you possibly can, then tear into him with everything you've got. Even without this Awakening Mode, you can take the boss down without any casualties if you keep an eye on his moves, react accordingly, and keep party members well-healed.





Even with the final monster defeated, Haseo doesn't want to give up on summoning an Avatar. Eventually even he has to admit defeat. The disheartened party returns to Mac Anu. Back in town, Haseo finds his two party members waiting for him at the Chaos Gate. They leave one after the other, although Pi actually has something less than sarcastic to say to Haseo before leaving Haseo all by his lonesome.

Now it's time to log out again in response to another new email notice. Along with a few notes from friends, there is a reply waiting from CC Corp with the details on becoming a guild master. With this information it's time to once again enter the game, with a definite goal in mind.

[HASEO THE HIJACKED GUILDMASTER

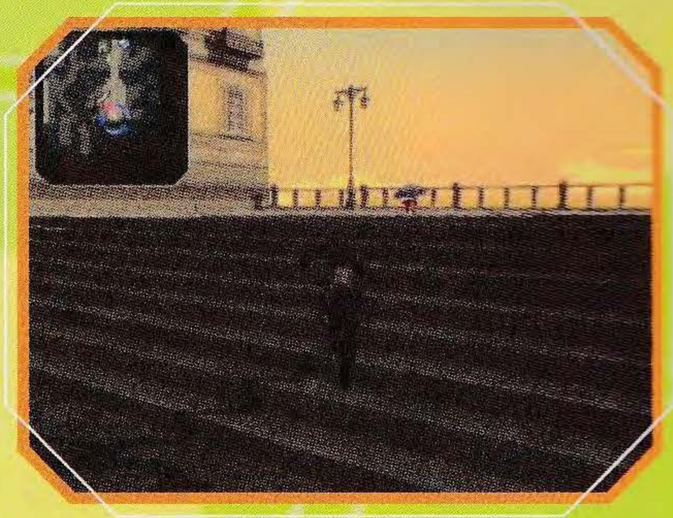
Logging in to the server, you find another blue circle around the same @Home building in the southwest of town as before. Head there and enter the door, choosing the first (and new) option "Canard" to enter your own guild. You are greeted by a small NPC grunty that looks suspiciously familiar. He introduces himself as Death Grunty, explains the ropes to Haseo, and gives him the tasks that he needs to complete to truly become a guild master and appease his friends.



When you regain control of your character, check the overhead map and then head to each of the three blue-circled areas in turn to speak with the NPC grunty found there. Wise Grunty is found at the harbor along the south of town, standing on the boarding ramp of a boat there. To reach the second don't bother with a Warp Point–just run along the road leading north until you reach a bridge, and speak to Melo Grunty standing on the west railing. To find the Gao Grunty, take the closest Warp Point to the southeast or "Alchemy" part of town and find him standing on the balcony along the south edge of town.







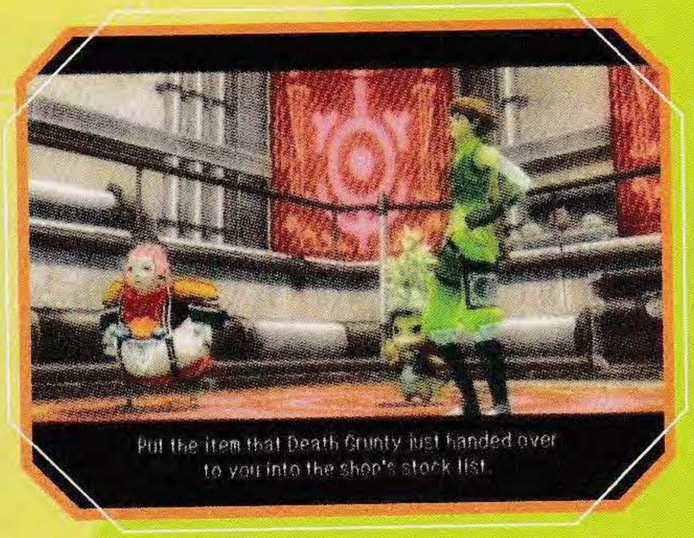
After speaking with all three NPCs and collecting the Grunty Brush, Hat, and Shoes, return to @Home and speak with one of the group clustered around the center of the room. Death Grunty gives you some "Weird Black Tea," and your second assignment. Speak with the grunty to make use of his services–see the "Guild Activities" chapter of the guide for more details, keeping in mind that not all services are available at this time.



STORAGE

As you've been to a few areas already without a chance to stash your extra items, the storage area is welcome part of your Guild. Just be careful not to store anything you'll need in a pinch. Stash items that are used in very few situations, extra trade items, or armor that you won't be able to use for many levels instead.

Before you can leave the guild hall, you're asked to put the tea you just received up for sale, making it available to raise funds. When the grunty asks for it, use the "Guild Shop" option and select the item, pressing ✕ to move it over into the shop window. Now you're free to come and go as you please.

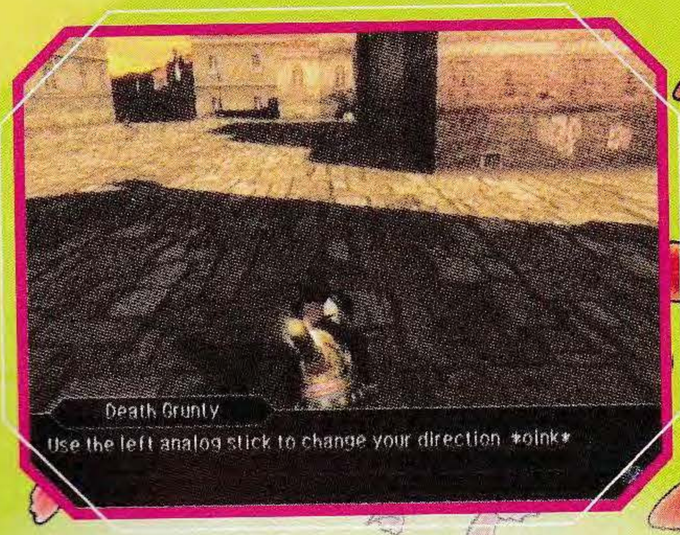


With stocking the shop out of the way, exit the guild hall and check your overhead map once more. A blue circle has appeared around the town square, so head back and speak with Gaspard at the guild shop. With a little help from the connections he's made, Haseo quickly sells the tea and is able to return triumphant with the profits, fulfilling his assignment.

Head back to the guild hall one more time to bask in the devotion of your loyal and fawning grunty. You unlock the "Book of 1000" option, which lets you check your progress in certain aspects of the game, and receive rewards for reaching certain benchmarks. Make sure to check the book before heading back out into The World's fields, since you may already have some rewards stored up. You also incidentally unlock the Alchemy shop on the top level of the guild, which lets you increase the power of your weapons.



When you're done playing with your new toys, run back out of the guild hall, where you are interrupted by the voice of Death Grunty appearing out of nowhere. Along with the other privileges of guild mastery, you now have your Steam Bike that allows you to move more quickly around town. Press ● now to test it out and make your guild grunty happy, moving it with ✕ and pressing ● to brake, and ● again while at a standstill to dismount when you are done.



THE STEAM BIKE

The Steam Bike isn't just a quick and flashy way to get around town. It can be used to move quickly in fields as well, and can let you get an ambush attack in by crashing the bike into the enemy before it has a chance to spot you. Use of the bike is also one of the parameters measured in your new Book of 1000, so make use of it often.

With all of your guild tasks completed your mail notification appears again, prompting a chance to log off and see what's new. It appears that an official notice from CC Corp has arrived, informing you that the Ω (Omega) Server's root town, Lumina Cloth, is back online, along with its arena. When you're done checking mail, don't forget to send out any of the greeting cards you've collected so far to make your contacts happier.



Before you go back to the game, clear out any of the "new" symbols appearing on your desktop for news, Forum, and extras. This includes the first Forum posts that you have the chance to reply to. One is found in the "Anyone opening chests?" thread on the Forum "The World," where you should be sure to ask about the area word used. The second and third threads are in the News board, titled "Fun internet game" and "Wanna Buy an M2d?," both of which give you a chance to increase Silabus' liking for Haseo with the correct response. There are also five new desktop images to pick up from the Apkallu Forum before you are done.

As soon as you're ready, log back in through the gateway, pausing along the way to look at both the official site and official Forum, which have new entries including another notice about the inclusion of Lumina Cloth. When you reach the Chaos Gate, activate it and instead of heading into an area, this time go to the "To Town" option and choose to enter the Ω Server. It's time to see what this arena challenge is all about.



HASEO THE PROSPECTIVE GLADIATOR

Apparently Haseo's not the only one with the idea. Silabus and Gaspard greet Haseo as he appears on the new server, giving him the explanation of just what the Arena is all about. It seems that tonight is a special occasion, so the trio heads into the Arena stands to watch a fight for the Arena title.



Haseo came into the Arena expecting just a spectacle, but he's in for a shock when the Arena champion, Endrance, is introduced. This is a face that Haseo has seen before, in less than ideal circumstances, and as the fight unfolds things get even more interesting–and frightening.

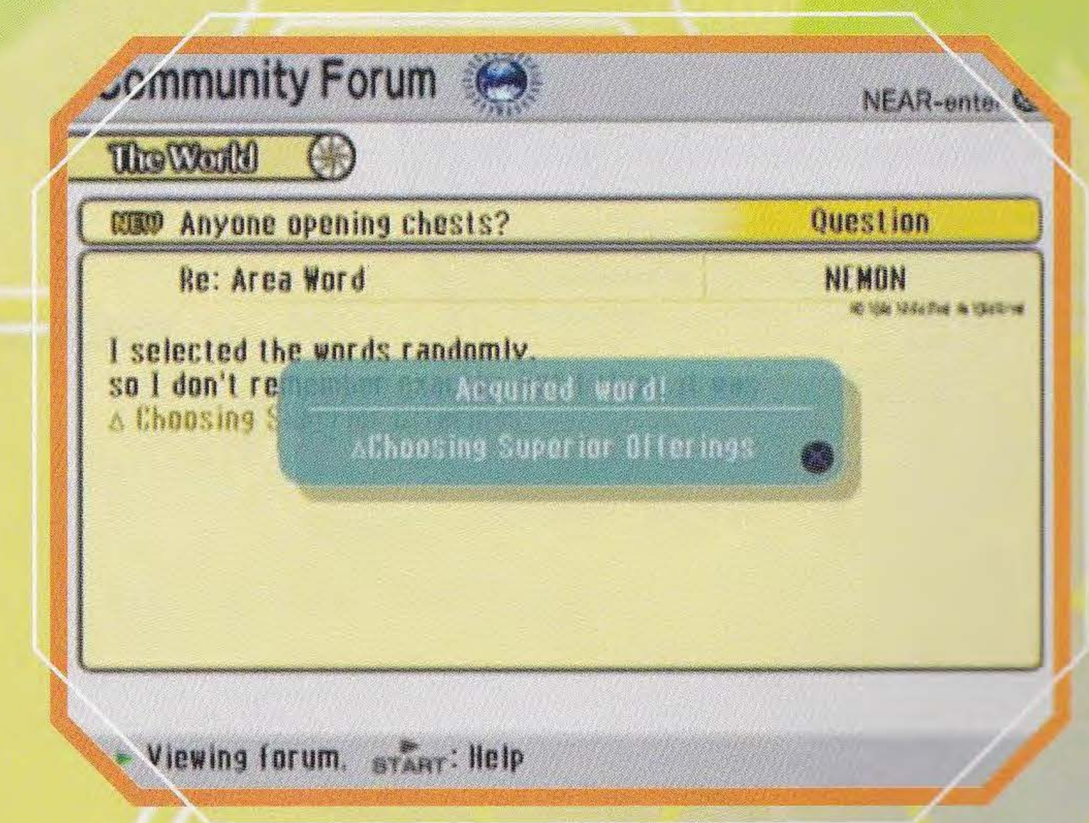
The combat doesn't last for very long, and when it's done Haseo wanders off ahead of his friends, lost in thought. His thoughts are interrupted by a glimpse of an old friend and mentor, Ovan. Once you regain control, run down to the stairs to Haseo's left and follow the walkway along to the back of the parapet to reach the blue circle on the map, and the next few cut-scenes.



After much trash-talking has been done on various fronts, it looks like Haseo's pretty much decided to take the title of Emperor for the Demon Arena. His two loyal friends help him out as best they can, telling him what to do, although Gaspard isn't really up to the arena scene. Thus to make up the team of three along with Silabus, it looks like Haseo has to try to hijack Atoli into the arena. But first it's time to check your mail.

Along with various friendly emails from your contacts, there is an email waiting from Atoli, asking you to join her in yet another area. Although the last time the pair tried exploring an area it didn't work out quite as planned, Haseo just can't say no–especially since now, there's something he wants.

Quickly check the Forum on your desktop, where you find an area keyword in "The World" board in the "Anyone opening chests?" thread (at least, as long as you replied correctly before) along with other responses to your own posts in the other threads, depending on your own previous replies. You have another chance to add a reply to a thread, this time in the Rumors forum, in the thread titled "The mystery of The World." As before there are also four new desktop images waiting in the Apkallu Forum, mostly revolving around Endrance.



Now prepare yourself mentally for another adventure with Atoli, and log back in to the game, ready to make her happy by accompanying her to a new area.

SIDETRACKING

You've had quite a few adventures already, including your first boss fight, now it's time to take a little pause and take on some easier tasks before jumping back into the thick of things.

[STOP TO SMELL THE FLOWERS

When you log back in to The World you are standing by the Ω Server Chaos Gate, which only gives you the option to return to Δ Server. You find Atoli standing by the gate waiting patiently. Since she's the only one available at the moment, put her into your party, and go into the server that she asked for.



RECOMMENDED PARTY: HASEO, ATOLI

AREA VITALS
KEYWORD: Δ: BLURRY OBSESSIVE SLACKER
AREA LEVEL: 8
ITEM LEVEL: 9
ELEMENT: EARTH
AREA TYPE: FIELD
WEATHER: SUNNY
MONSTERS
LIZARD HUNTER, WILD KETTLE
BEAST STATUE ITEM
CHANGE NECKLACE
RATINGS
SURPRISE ATTACKS/ENEMY PARTIES: 9
TREASURE BOXES OPENED: 5
DESTROYED OBJECTS: 7



The first thing that your cleric companion does in the field is hand you three Smoke Screen and two Return Feather items. These are all good for avoiding or escaping fights. It appears that peaceful Atoli has mostly just a serene walk in the park in mind when it comes to field exploration, so lead her first to the northern island, where she enjoys the view of a far-off ruin that is part of The World's backstory. Before heading back, fight the one group of monsters lurking on this island. You've had experience with the Wild Kettle and Lizard Hunter monsters and how they fight, which is lucky since you only have Atoli in your party this time. She tends to hang back out of the way waiting to heal you. Coming up on the enemies from the side to get in a surprise attack goes a long way to making the fight even easier.





Do your best to avoid being surrounded by the foes, and interrupt any charge-ups that you can. Block instead if you're running low on SP. If the enemies do cluster tightly enough together, make use of your Gale Blade Art to hit multiple enemies at once. These enemies aren't too dangerous to Haseo at his level, and Atoli does have the Repth spell for when you get too worn down, but it's still good to avoid what damage you can. Your other main worry is to keep Atoli from taking damage if she does get involved in the fight–intercept any monsters heading toward her, and take them down ASAP.



With the first fight out of the way, clear out the breakable items and go back south to the first island. Run toward the breakable object that is on this field, and as you approach it, another cut-scene is triggered and you get to know Atoli's likes and personality a little better. When the scene ends, clear the object, and this time head for the eastern bridge where Atoli is distracted once again.

When you can, continue across the bridge and fight off this island's first group of monsters. This time, claim the chest that they guard for the first Symbol Fragment. A second group of monsters is to the southeast of the island, so fight them off before going south across the next bridge to another southern island. Here you find another two groups of monsters, one guarding a chest with the second part of the symbol. Clear the island of monsters and other items, then return to the previous one and this time take the bridge to the north.



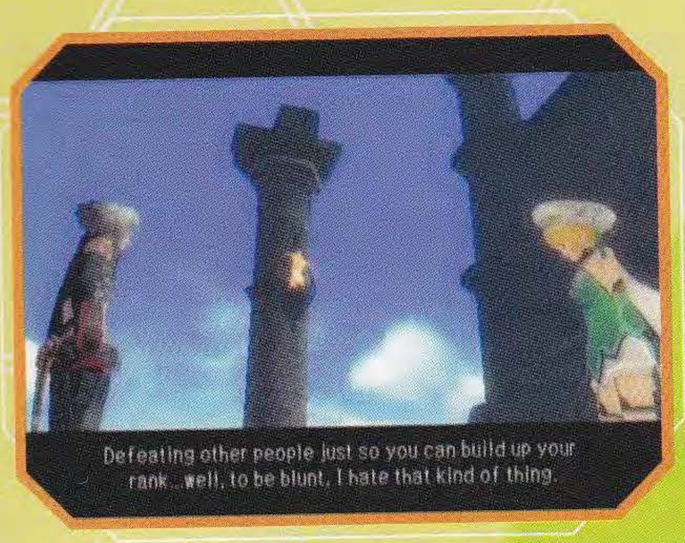
DAMAGED?

Since Haseo and Atoli are alone in this field, the enemies may start to wear you down a bit much. If you start taking too much damage and running low on items don't be afraid to just avoid as many monsters and side trips as possible, as you'll have plenty of chances to level your character coming up. Don't forget about the Smoke Screen items that Atoli gave you to let you leave the confines of a Battle Fence if a particular fight gets to be too much.

The first group of monsters (after the bridge) guards the chest that holds the last Symbol Fragment. Claim it, then move toward the second bridge from the island, pausing for a moment for another cut-scene with Atoli. Continue to the bridge and cross over before stopping for one more cut-scene.

On this second-to-last island, take the eastern bridge to reach the final island. Fight off a group of monsters north of the Beast Temple, then temporarily run past the ruins to rescue this field's Mecha Grunty. Fight off the two remaining groups of monsters to open a final chest, this one trapped.

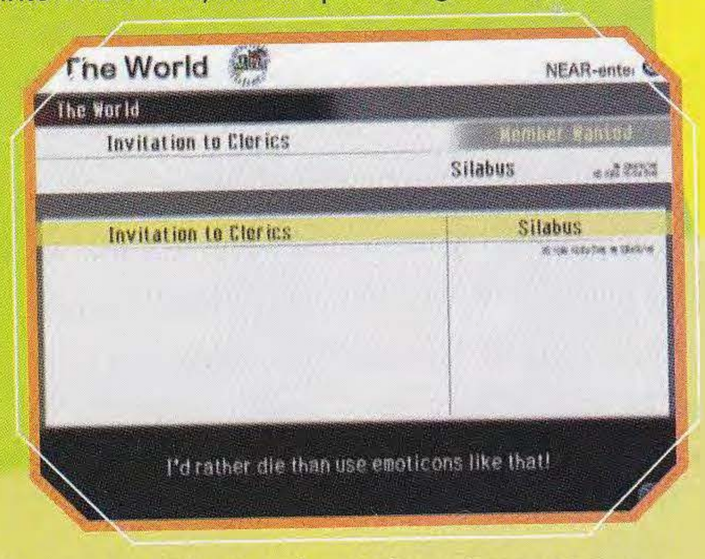




Run back around to enter the temple, claiming your extremely hard-earned reward from the chest at the Beast Statue's base. Climb back out of the ruins when you're done for one final bit of dialogue with Atoli, where things don't go necessarily as planned once the idea of arena fighting is broached. With the cut-scene finished, return to town, where Haseo decides it's time to stop back in the guild hall to let his guild-mates know how things stand.

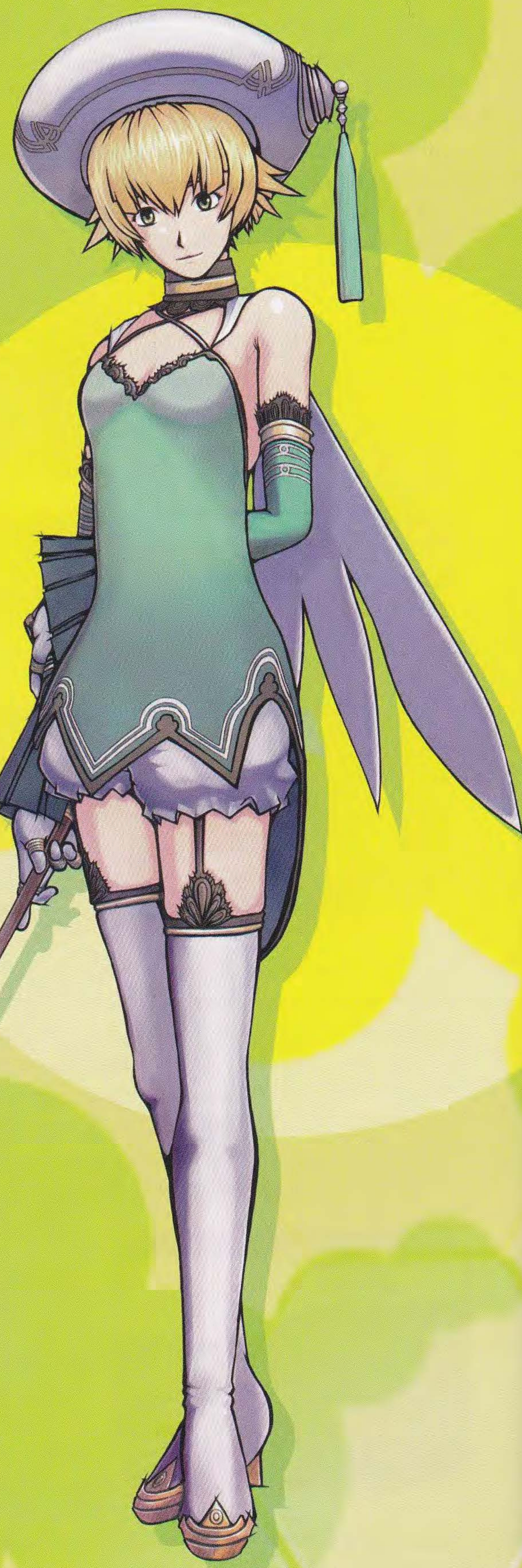
[FORUM SOS

Back in the Canard @Home, it looks like Silabus and Gaspard have a few a helpful idea–advertise for a cleric on the forums. When the conversation is done, exit out to the desktop, where it appears that Silabus has already been busy. Next select the Community Forum, and read the "Where can I get an Olm Shell" topic followed by "Looking for monster!" on The World Forum to find two new keywords to unlock areas. When you're done on the Desktop select the option to log back into The World, and stop at the gateway screen. Enter the official forums, where you find Silabus' post. Read it and weep, then back out again to the Desktop to find one more mailing from the perpetrator of emoticons that tells you of a response that's showed up already.



Now it's back in to The World you go, again stopping at the gateway screen where in the time you've been reading mail, another new message has appeared on the Forum. This time the message contains a keyword for you to visit in order to get what you want. Read the message, then continue into the game itself.

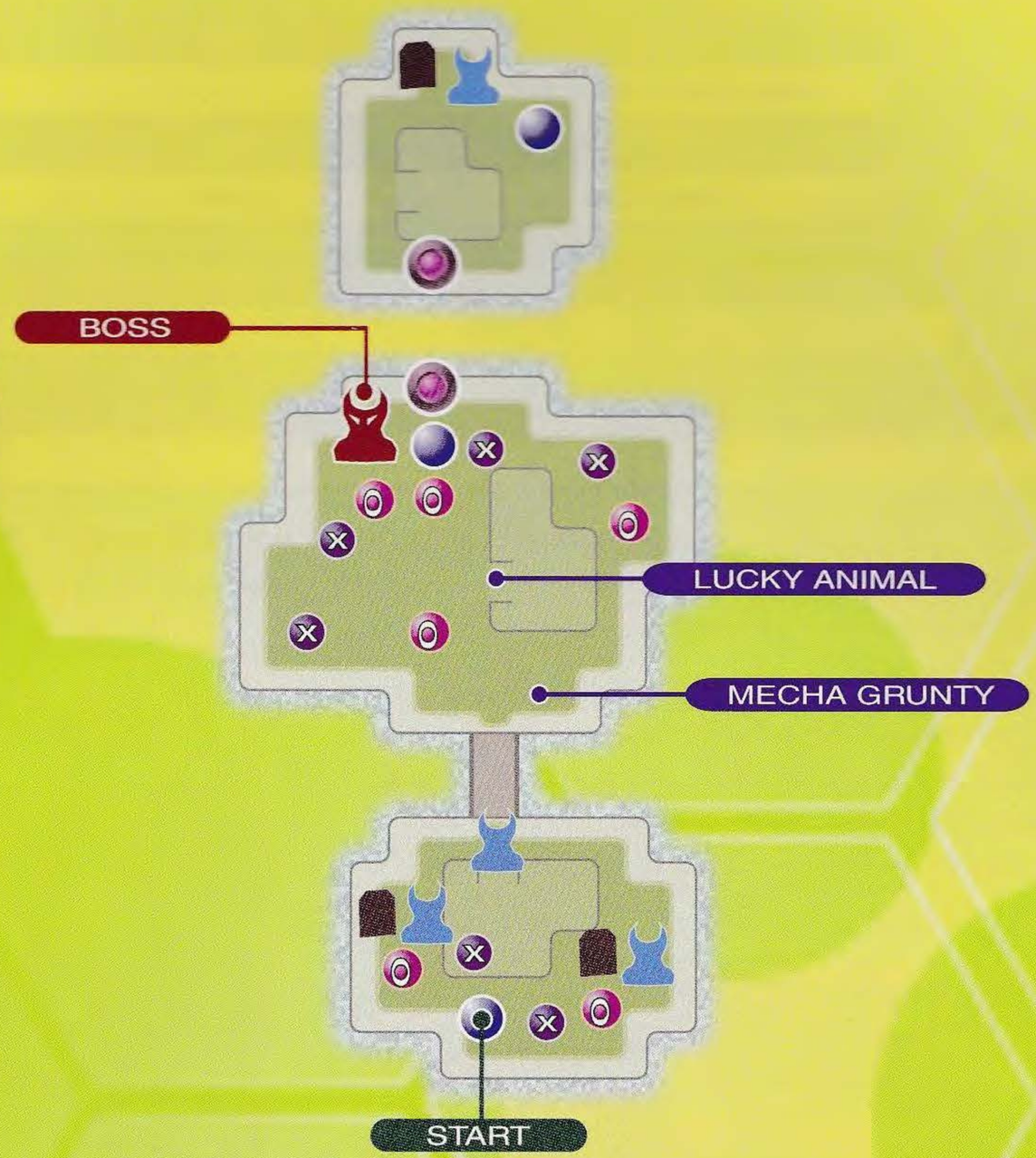
At the moment Silabus and Gaspard are the only friends on your contact list available to party, so put both of them in your group, and now it's time for a short side track. There has been a group of lower-level keywords on your list for a while now, and since these are some of the lower-level characters you know, they have the best chance of benefiting from these areas. Select the "bookmark" option from the Chaos Gate, and instead of going into the storyline area just yet, select the level 3 area Δ Wealthy Daybreak's Globe from the list.



[THREE'S COMPANY

RECOMMENDED PARTY: HASEO, SILABUS, GASPARD

AREA VITALS
KEYWORD: Δ WEALTHY DAYBREAK'S GLOBE
AREA LEVEL: 3
ITEM LEVEL: 4
ELEMENT: FIRE, WIND
AREA TYPE: FIELD
WEATHER: TWILIGHT
MONSTERS
GOBLIN ROOKIE, VAK BEZEL, ZAN BEZEL
RATINGS
SURPRISE ATTACKS/ENEMY PARTIES: 5
TREASURE BOXES OPENED: 3
DESTROYED OBJECTS: 6



On the very first island there are two chests guarded by enemy monsters, ready for a beat-down. You've seen these foes before and they're even easier to fight now, especially if you've leveled up in any side quests. Don't worry about strategy so much, and just charge in to make them suffer. Don't miss the barrel on top of the plateau, and fight one more group of enemies to clear the path to the bridge leading north to the next island.



As you reach the end of the bridge, veer northeast to reach this field's Mecha Grunty in need of a helpful charge of energy. Help him out, then watch out for a Lucky Animal by the entrance ramp to this island's plateau. As you make your way along the north side of the island collecting items and Chim Spheres, be careful not to step in front of the large monster to the northwest, unless you want to take the boss on early. Instead, slip beside him to study the white platform-like object along the north edge, being careful not to confuse it with the normal blue platform leading back to town.

Press ⊗ in front of the panel for the object to channel some of your energy into it, unlocking a Warp Point to the northern island. Activate the panel a second time to warp.

On this northern island a group of monsters guard a trapped chest along the north edge. Fight the monsters and carefully claim your prize. Make your way back to the previous island and slip up behind the giant monster to strike at it, beginning the fight with a surprise attack.





GUN GIANT

SKILLS
SHOCKWAVE, SONIC SHOT
REWARD
VIGIL GEAR

SIZE	LEVEL
L	5
HP	**SP**
354	115

ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE
8	15	4	8

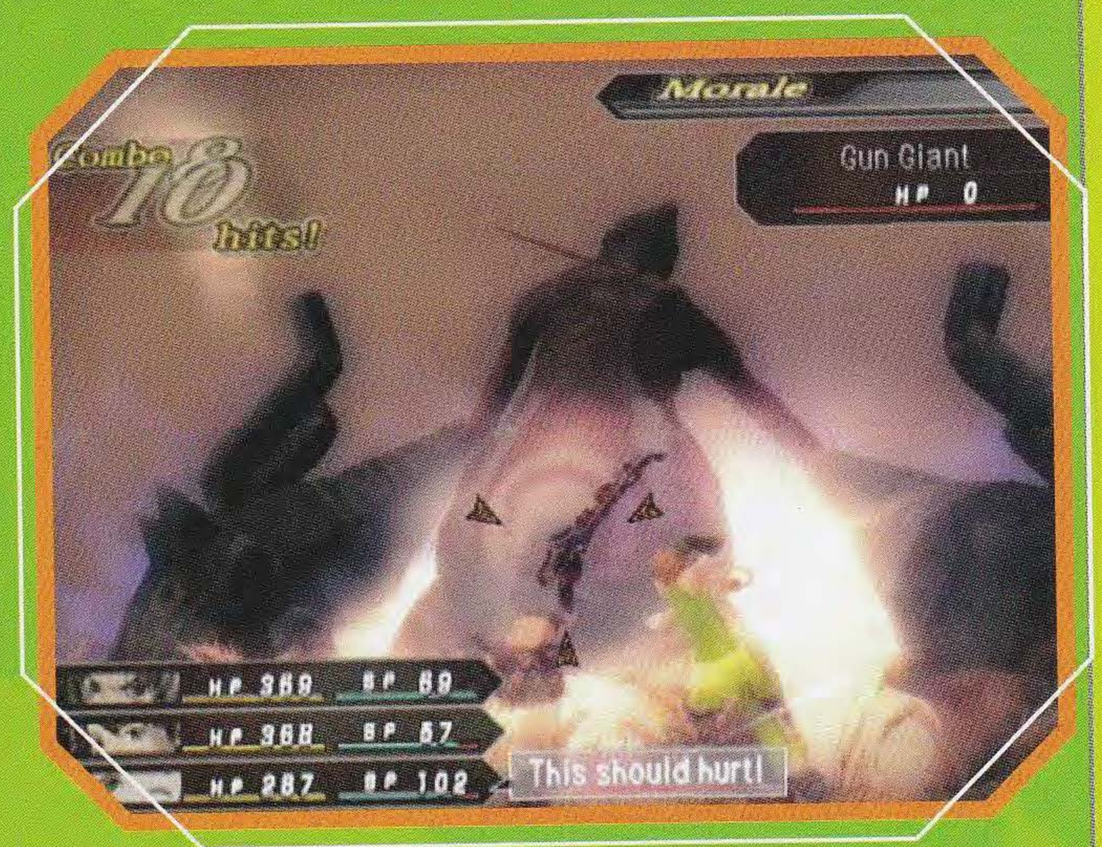
FIRE	WATER	WIND	EARTH	LIGHT	DARK
1	1	1	1	1	1

As this area level is so low compared to your characters' levels, even though there is a boss enemy, it's a pretty easy one. Even more so because of the slow charge-up times of the enemy attacks.

If the foe stands still with one arm raised, get out get out of the way because it's about to unleash a critical attack. This won't damage your characters too badly, but it will break your rhythm and prolong the match. Likewise if it raises both arms and starts to jump into the air, pull well back before it comes down, smashing into your characters.



Other than avoiding the attacks, there's no real strategy with this fight. Just dive in and attack, and it soon drops, leaving you to reap the rewards.



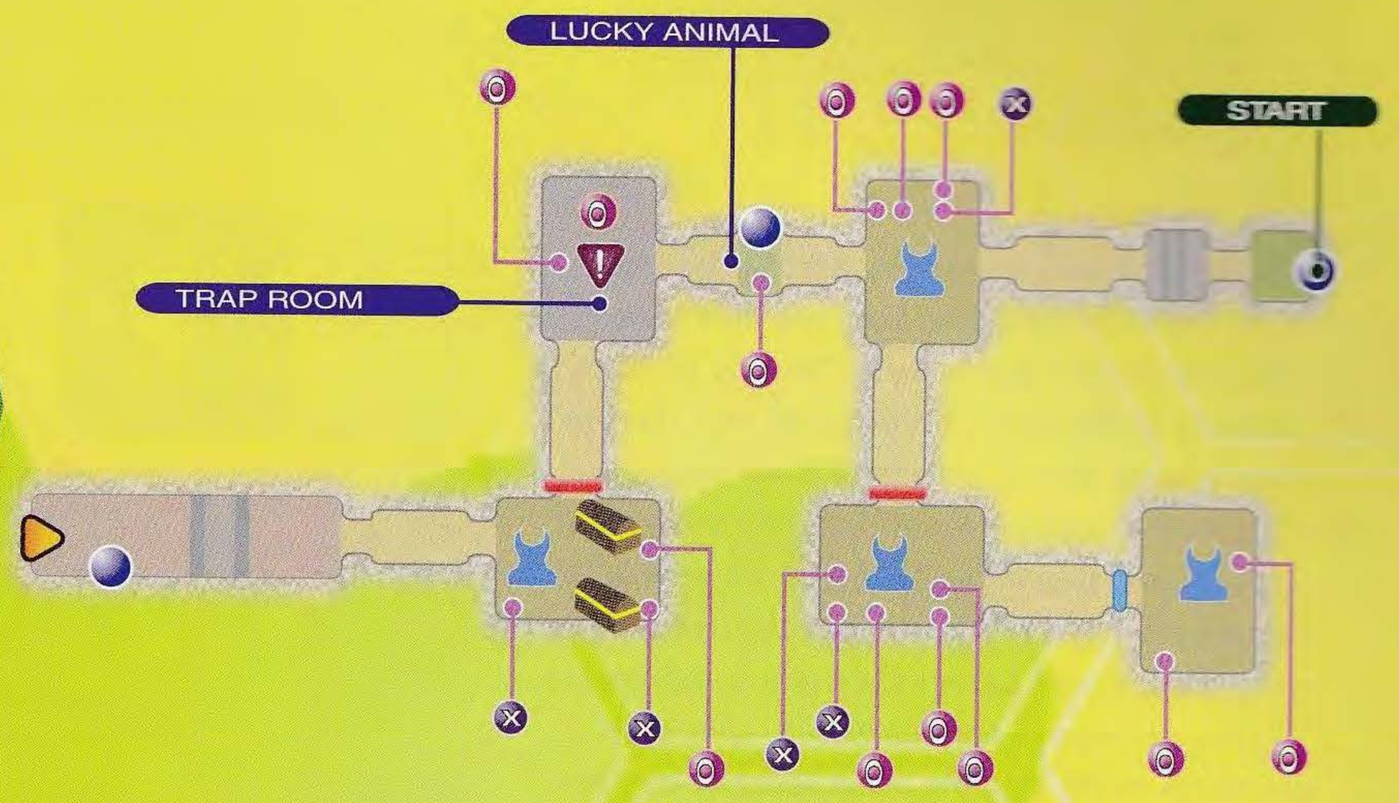
With that battle done this area is clear, leaving you free to leave via the nearby platform and move on to the next–Δ: Fly Away Military Resort.

[FOUR'S A CROWD

RECOMMENDED PARTY: HASEO, SILABUS, GASPARD

DUNGEON, B1

AREA VITALS
KEYWORD: △: FLY AWAY MILITARY RESORT
AREA LEVEL: 4
ITEM LEVEL: 5
ELEMENT: WIND
AREA TYPE: DUNGEON
WEATHER: TWILIGHT
MONSTERS
GOBLIN ROOKIE, LIZARD HUNTER, WILD KETTLE, ZAN BEZEL
BEAST STATUE ITEM
WIND STEEL
RATINGS
SURPRISE ATTACKS/ENEMY PARTIES: 15
TREASURE BOXES OPENED: 8
DESTROYED OBJECTS: 17



Unlike the previous area this one is a dungeon, leaving you to explore multiple floors before you collect the prize at the end. One of the first things you see in the very first room are more of the usual monsters from the field (Goblin Rookies, Zan Bezels, or a mix of these), so quickly move forward and attempt to get in a first strike before they have a chance to recover. With those out of the way, see what else the room has to offer. The room contents include a bucket, a bit different from the normal methods of releasing the bomb-like Chim Chims than what you've seen before.



Run south and unlock the door at the end of this passage, revealing a group of enemies just ahead and to the right. Along with the foes and more Chim Chims, make sure to collect the items from the jars and chest before continuing through the eastern exit.

The next room you reach holds a bit of a surprise. As you enter, the door at the exit swings shut, requiring you to activate a fuel tank along the southwest corner by giving up 15 Chim Spheres to open it. Spend the energy, easily replenished, and fight off the enemies in the center of the room before returning back west and north to reach the previous intersection.



This time take the west exit from the room, and you find a Lucky Animal in front of the platform back to town. Hunt it down and kick it to receive your choice of various item sets. Also, note the well in the same room, across from the platform. Kicking this well brings out one Chim Chim at a time for you to chase down.





GATHERING CHIM SPHERES

Both this area and the level 6 area below are great places to gather Chim Spheres if you run low. If you're participating in the Chim Kicker campaign and need more points, this is a good place to revisit, despite the low level.



CHIM ASSASSINS

In this dungeon you might start to see some of the Chim Assassins that you may have read about on a forum post. There is advance warning in the form of red sparks that start to form around Haseo, then with a warning noise, a group of sinister-looking red Chim Chims appear from thin air and drop to the ground. If you are alert and ready you can kick them all to make them vanish before they attack, otherwise they attempt to leap on Haseo, with each successful strike stealing away some of his Chim Spheres. Left alone, they vanish a short while after stealing the spheres, if you don't manage to kick them first.

Chim Assassins appear only in dungeons, not fields. They keep coming back at intervals, and the more Chim Spheres you have on you the more often they appear. Since these are some of the NPCs that give you points for the Chim's Kicker campaign and it's fairly easy to get the jump on them if you pay attention, there's no real reason to avoid holding a lot of Chim Spheres. Just be on your guard.

The next room, along the western passage, holds another nasty surprise—traps. Stepping on the glowing red panels delivers 50 points of damage to the character that hits them, while stepping in front of one of the searchlights triggers a trap that takes away a small amount of your Chim Spheres after a short pause. Posts with holes in them round out the traps, emitting steam in one direction at intervals, which again damages any character unlucky enough to be in its path. Slip along the western wall and carefully pick your way amongst the red panels along the southern wall for the quickest route to the southern exit, although this bypasses the Chim Chims along the northern wall.

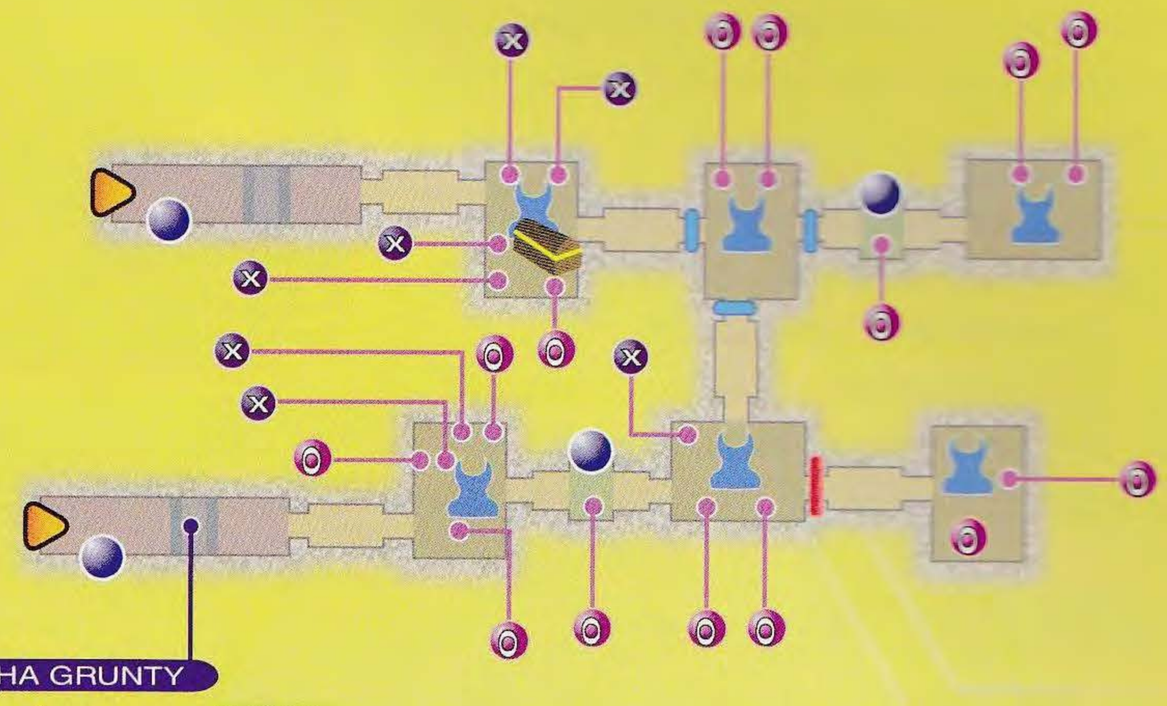


Use a few healing items to recover a few HP if necessary, then continue along the passage to unlock another door. Fight the monsters in the room and claim the items within, this time from two chests as well as the jars in the room. The western exit from this room leads, after a short journey, to the doorway going to the next level.



DUNGEON, B2

Down the long first passage you reach the first room and your first enemies. These possibly include the Wild Kettle monsters that, again, you've fought before. They're slightly tougher than the enemies on the first floor but not dangerous, so slaughter them mercilessly before collecting the room's various items and continuing through the eastern doorway.





EXPERIENCE?

This area offers little chance for experience, but starting on the second level with the slightly tougher Wild Kettles, you at least have the opportunity to increase the meager experience with a few Rengeki Attacks. Let your lighter-hitting allies attack a monster and join in on a few strikes to keep the chain going, and you may be able to pull off enough of a chain to get the special attack. If Gaspard decides to join in the melee this is an especially good opportunity, as his hits count in the chains but do very little damage.

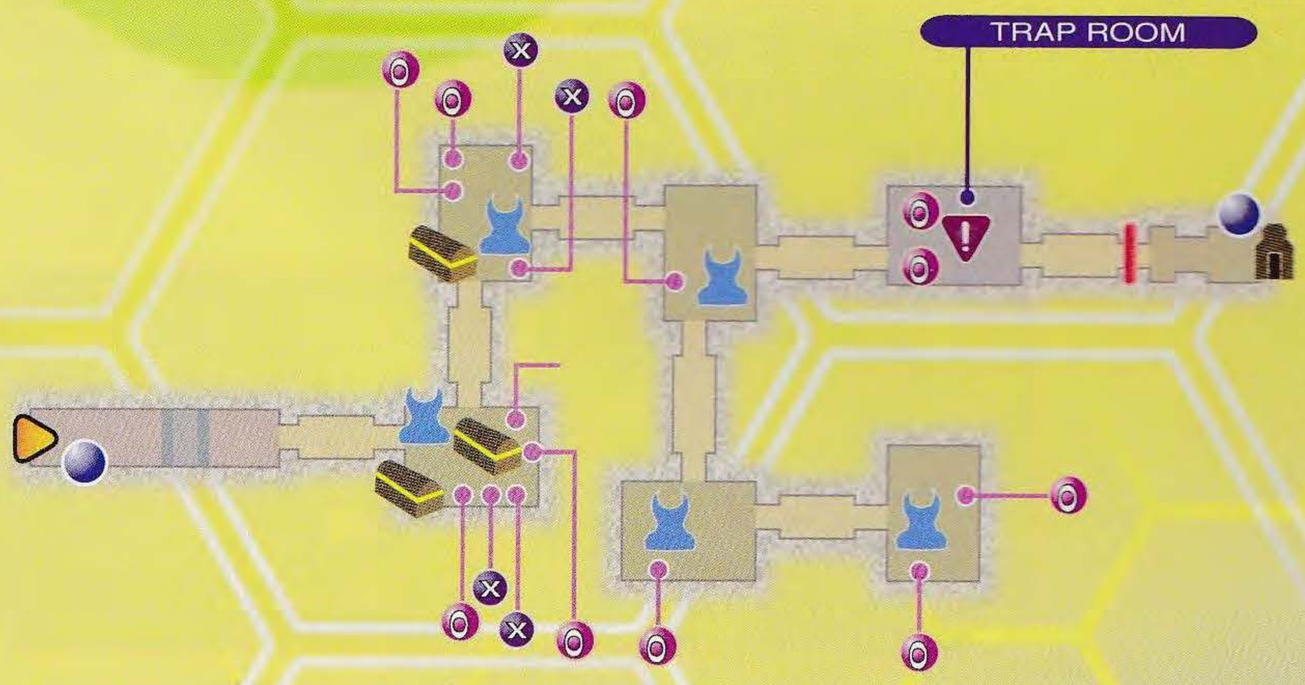
The next room is another trap where you must sacrifice 15 energy to the fuel tank to open the doors. Do so, and fight the enemies in this room before collecting some more Chim Spheres to replenish your supply. When you're done, move through the eastern doorway through another well room to find a group of monsters at the end, as well as a few more Chim Chims to feed off of. Now it's time to go back to the previous intersection, and this time through the southern door.



Fight the usual group of enemies in the next room, then unlock the door to the east to reveal another trio of foes along with the usual Chim Chims. Move back into the previous room when you're done, and take the western exit opposite. Fight the requisite group of foes on your way through the next room, kick open the buckets and the jars scattered around, and continue on through the door to the west again.

As you reach the open-air portion of the hall stop to rescue the hapless Mecha Grunty from his fate, then continue through the door leading to the third block of the dungeon.

DUNGEON, B3



This level holds the usual group of foes in the first room, so take care of them before clearing the room of its items and heading out through the northern doorway. The next two rooms are much the same, holding a single group of foes each and a few items and Chim Spheres to collect. The main difference in this block is that the foes can also include the Lizard Hunter monsters. These are strong enough that they might actually last a few seconds against your stronger party, but still require no real strategy.

The third room along introduces the first intersection for this floor. First go south, through another room empty of all but a group of foes and some Chim Chims, and turn east to reach a room with one last trio of enemies to destroy.





Return to the intersection and take the other exit east. Navigate through another tricky trap room, taking a path through the south of the room just north of the red panels, dodging briefly behind one searchlight, to the opposite door. On the other side you finally find what you seek after a short passage–the Beast Statue, holding your hard-won prize. Now take the platform back to town, and prepare for your next adventure in Δ: Wealthy Military Malt Town.

[FIFTH WHEEL

RECOMMENDED PARTY: HASEO, SILABUS, GASPARD

AREA VITALS
KEYWORD: Δ WEALTHY MILITARY MALT TOWN
AREA LEVEL: 5
ITEM LEVEL: 6
ELEMENT: FIRE, EARTH
AREA TYPE: FIELD
WEATHER: NIGHT
MONSTERS
GAN FANG, GOBLIN ROOKIE, WILD KETTLE
BEAST STATUE ITEM
DAMP SASH
RATINGS
SURPRISE ATTACKS/ENEMY PARTIES: 11
TREASURE BOXES OPENED: 6
DESTROYED OBJECTS: 6





The group finds itself in a nighttime landscape, on another field-type area. After collecting the Chim Chims from the tree on the first island's plateau, run to the other side of the plateau and fight the groups of enemies to the north and east, clearing out multiple barrels along the way. Foes this time around are the Goblin Rookies, Wild Kettles and Gan Fangs, an earth-based version of the Fang monsters you've fought. None of these are dangerous to your even stronger party, although the Gan Fangs can cast spells that interrupt your melee briefly.

Not far from the other end of the bridge are no less than three chests, guarded by monsters of course, as well as two separate groups of foes slightly to the west and east of the chests. After clearing all of these out, rescue the Mecha Grunty lying in the center of the three altars. The chests themselves give you two of the required Symbol Fragments but you can't get into the Beast Temple on this island just yet, so fight one more group of foes guarding the eastern bridge and then cross over onto that island.

On the eastern land mass, climb the plateau to get 2000 GP from the Lucky Animal hanging out near the Chim Chim tree. Return across the bridge to the previous intersection, and fight off the enemies guarding the northern bridge to cross over onto the last island. Aside from a number of trees the main items of note here are two chests, one on the plateau and one to the east side. Make short work of the guardian monsters to claim the final Symbol Fragment of the field, along with the other useful item.

With all of the enemies and chests gone, cross back over the bridge and run straight ahead into the temple. The Beast Statue holds reward, perhaps not the most spectacular but gained through an easy quest. Now return to town and make any preparations for one last dungeon before getting back to the main quest, located in Δ: Fly Away Daybreak's Bodhi Tree.

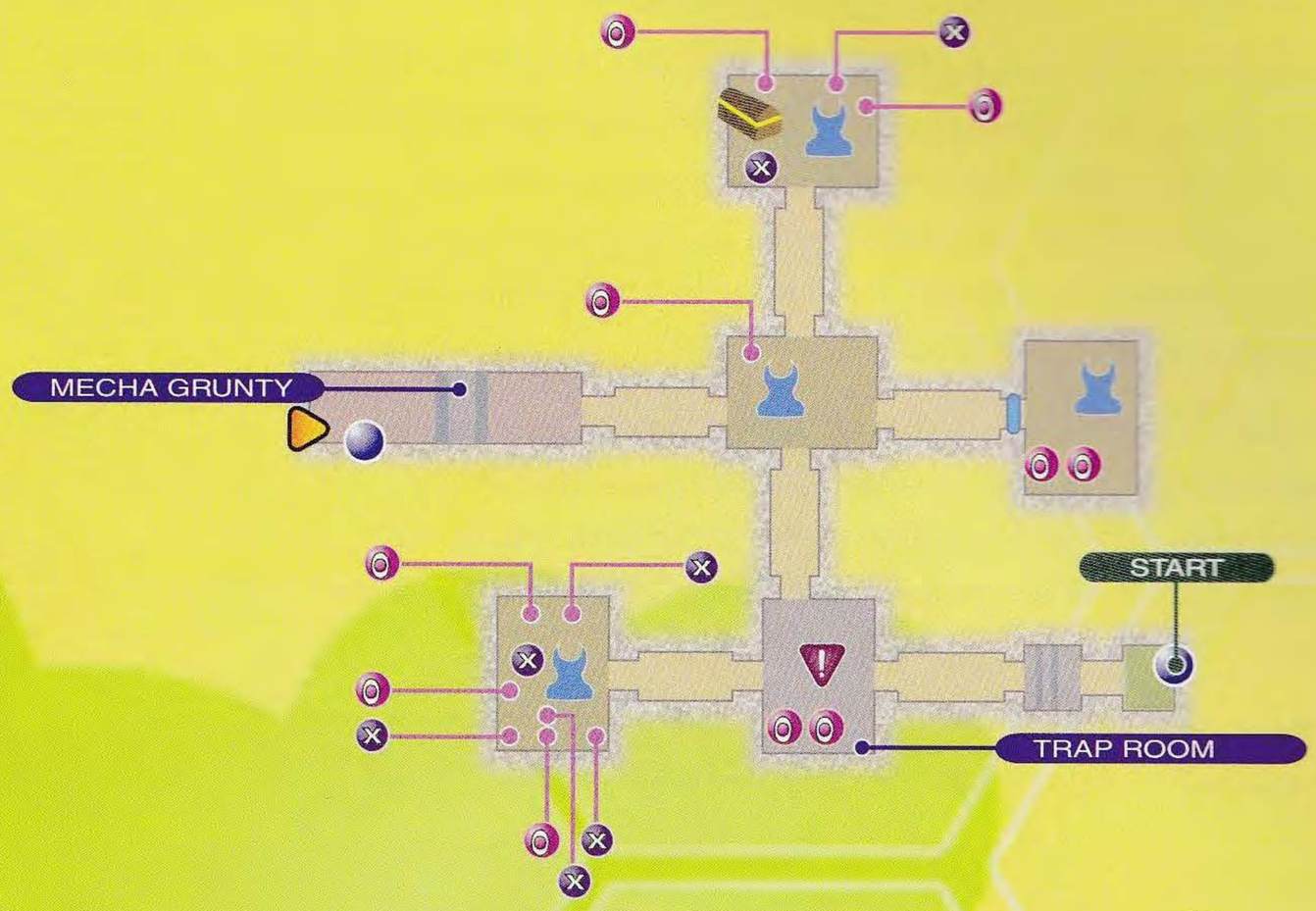




[SIX FEET UNDER

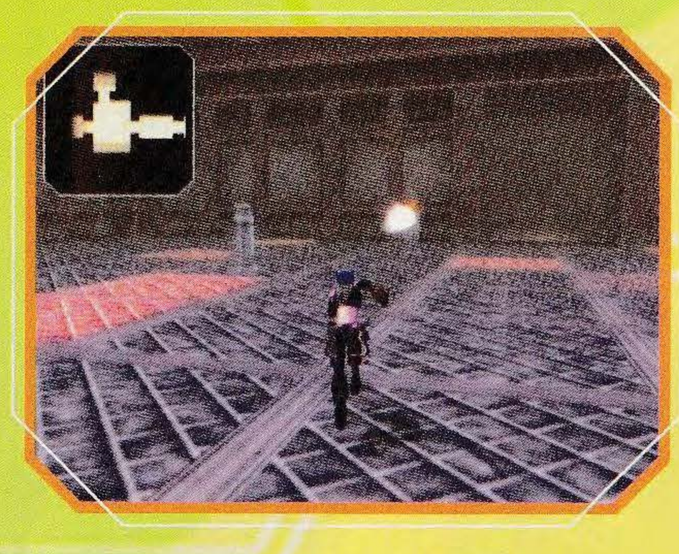
RECOMMENDED PARTY: HASEO, SILABUS, GASPARD

AREA VITALS
KEYWORD: Δ FLY AWAY DAYBREAK'S BODHI TREE
AREA LEVEL: 6
ITEM LEVEL: 7
ELEMENT: WATER, WIND
AREA TYPE: DUNGEON
WEATHER: TWILIGHT
MONSTERS
LIZARD HUNTER, WILD KETTLE
BEAST STATUE ITEM
WIND FU YUE
RATINGS
SURPRISE ATTACKS/ENEMY PARTIES: 10
TREASURE BOXES OPENED: 4



DUNGEON, B1

This time it's back to a dungeon area, so get ready to explore multiple levels before you're through. The first room out of the gate is a trap room, so pick your way carefully across the middle of the floor to the western exit opposite, then continue down the hall to find a group of foes, along with a few items scattered about. Your foes this time around are Wild Kettles, which you've had much experience with already.



With the room cleared, return to the trap room and run past the group of red panels just to your left, then run straight north to the exit. The usual group of foes greets you here, this time in the center of a four-way intersection. Turn through the eastern door to reach a trapped door that locks as you enter the room, and take care of the ubiquitous enemies in the room before filling the fuel tank at the southwest corner.

Return to the intersection and next take the hall to the north, stopping to unlock a Chim Door barring the next room. This one holds not only the usual group of monsters, but a trapped chest sitting alongside the breakable objects. Focus to open it correctly, then return to the intersection one last time, finally taking the western doorway into a new passage. When you reach the brief outside section stop to rescue the Mecha Grunty here, then continue through the doorway leading to the next dungeon level.



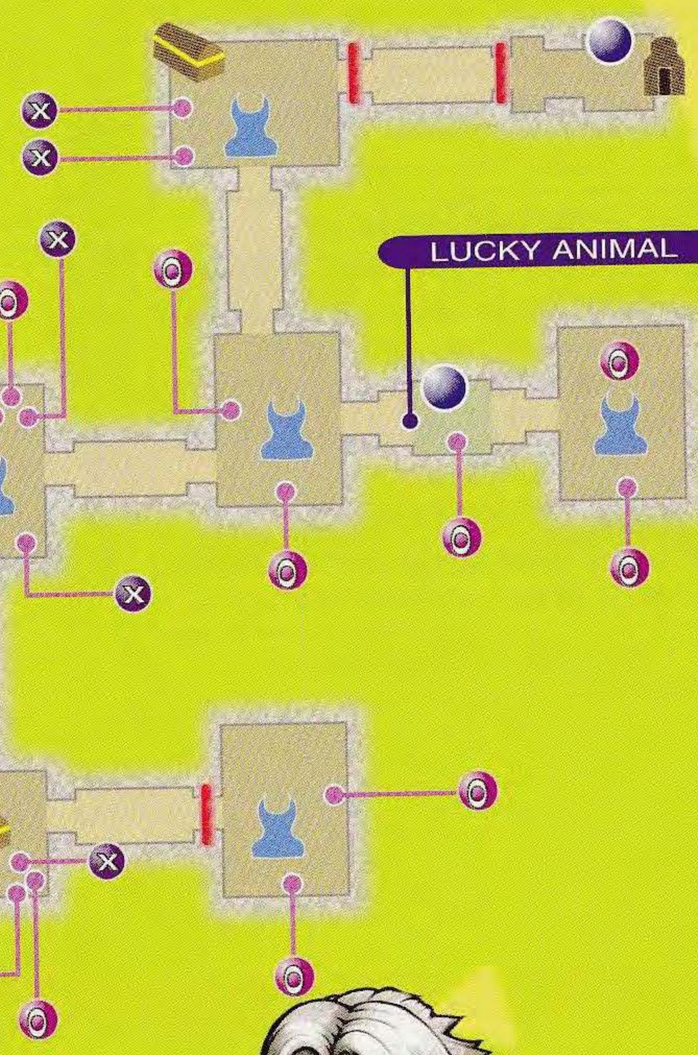
DUNGEON, B2

Clear the first room and continue east, unlock the door at the end of the passage, and enter a room with only Chim Chims and another group of enemies.

Once you are done here, return to the previous room and now go north through the other exit. Follow the path north and east through one room and into another with a choice of paths, each room holding the typical foes to destroy as you run through. First take the eastern exit, where you find a Lucky Animal in a well room along the way. Collect its blessing, then continue to find another group of foes in the dead-end room at the end.

Return to the last intersection and go north. Along with the monsters, another trapped chest lies in wait in the next room. After clearing out these and the jars in the room, continue to the eastern exit and unlock two doors in a row blocking the path. These lead to the Beast Statue room, and the end of your quest.

Now that you've explored four separate Forum areas in a row, it's time to return to town and prepare for the next part of the storyline.







PLAYER VS. PLAYER

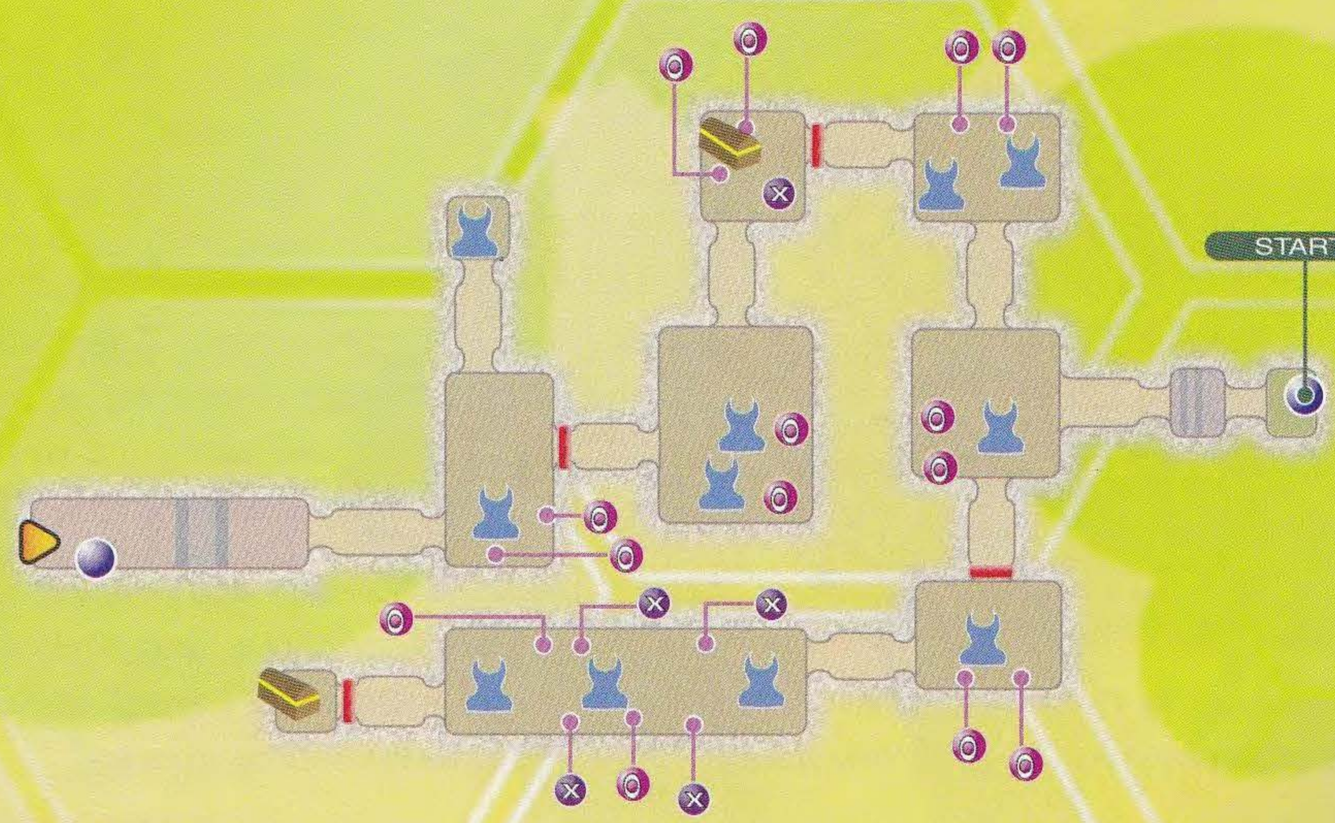
After a lot of sidetracking it is definitely time to move the story forward a bit more, so drop Silabus and Gaspard from your party and head into the next storyline zone. You're asked to show up alone, so you can't warp in if you have any party members alongside Haseo.

[TIME ALONE

RECOMMENDED PARTY: HASEO

DUNGEON, B1

AREA VITALS
KEYWORD: Δ: GALLANT SEASON'S DRUNKARD
AREA LEVEL: 5
ITEM LEVEL: 6
ELEMENT: FIRE, WIND
AREA TYPE: DUNGEON
WEATHER: TWILIGHT
MONSTERS
GOBLIN ROOKIE, VAK BEZEL, WILD KETTLE
BEAST STATUE ITEM
WIND FU YUE
RATINGS
SURPRISE ATTACKS/ENEMY PARTIES: 16
TREASURE BOXES OPENED: 4
DESTROYED OBJECTS: 12



Just as the character is warping out Atoli appears and seems to have something to say, but it's too late to stop now, so move onward into the dungeon.



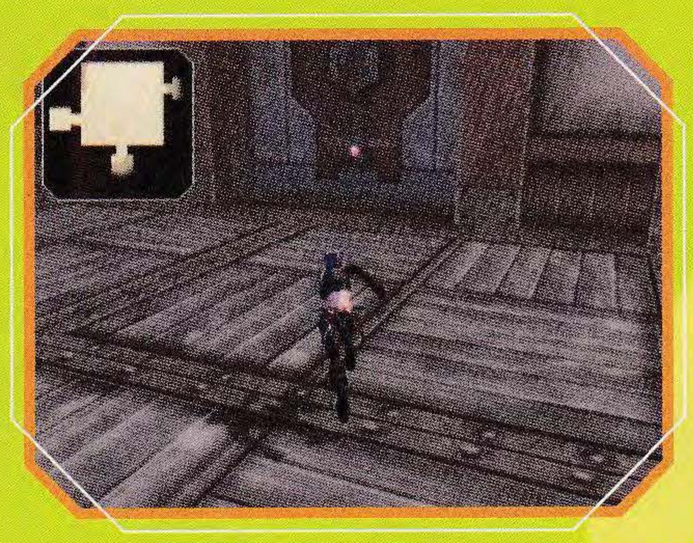


Your first fight is, as expected, just inside the first room. The monsters here a few easy Goblin Rookies and Vak Bezels, simple to fight even with just Haseo. Since these foes may die from one or two quick strikes, there's no actual strategy involved. Just seek and destroy.

Pass the first room, and head south to clear one typical room, then continue forward through the Chim Door into a longer room that holds three monster groups. Beyond this room is another Chim Door, this one guards a single chest.

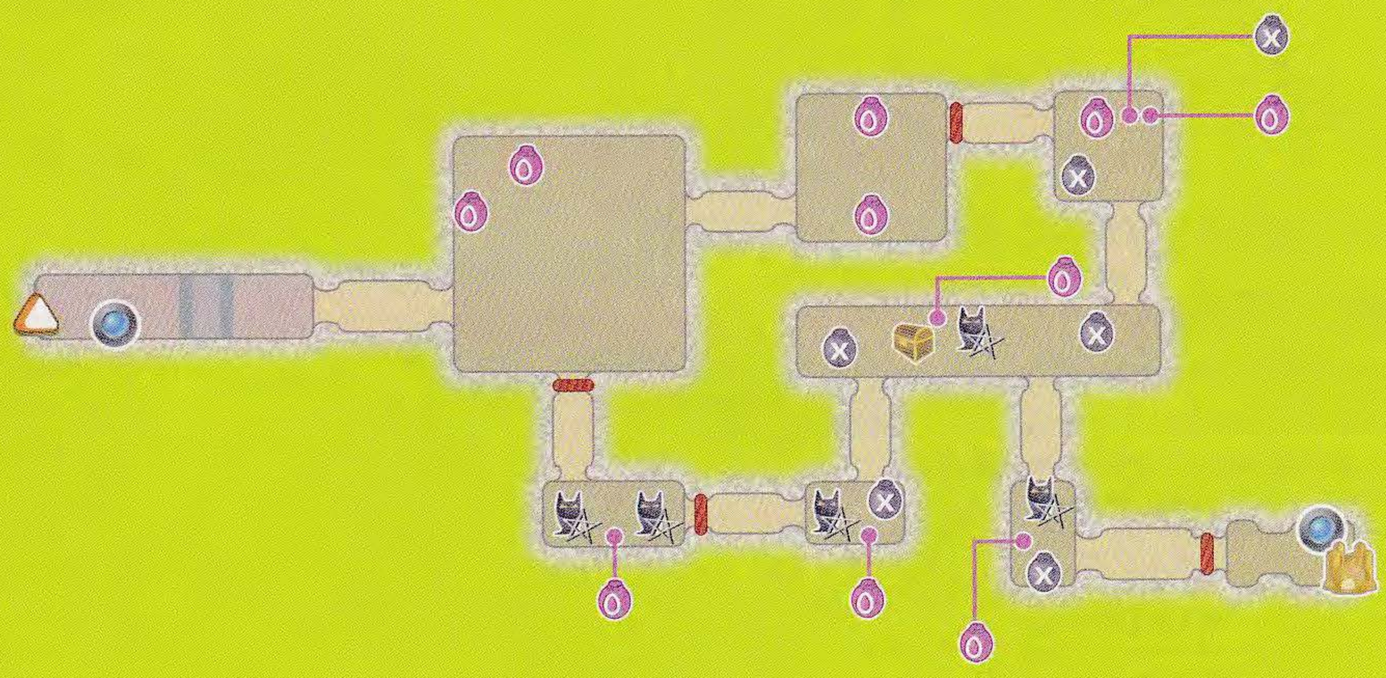
Return to the intersection and run north. This time, a more normal-sized room holds two monster groups. After this, another room contains no enemies, but simply a jar and a trap, aside from the usual Chim Chims along the wall. South of here is another semi-large room with two separate groups of foes, and past it is a locked door guarding another larger room with just one group of monsters. There are two new exits here that lead out.

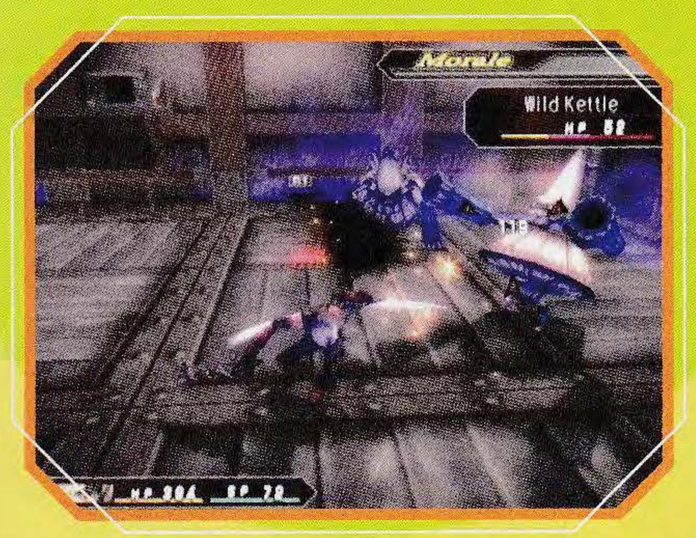
First take the door to the north to kill one more group of enemy monsters in a dead-end room, then return and take the western exit. After a long passage you reach the entrance to the next level.



DUNGEON, B2

Run along the passage until you reach a large square room. It is empty of anything save the usual Chim Chim devices along two walls. Turn south, through that Chim Door, to find your first two groups of enemies. This time it may include the Wild Kettle monsters—still no threat even to a solo Haseo. Another locked Chim Door blocks the eastern passage, through which you find another group of enemies in the next room. There is also a long room after this one with a group of foes and a chest.

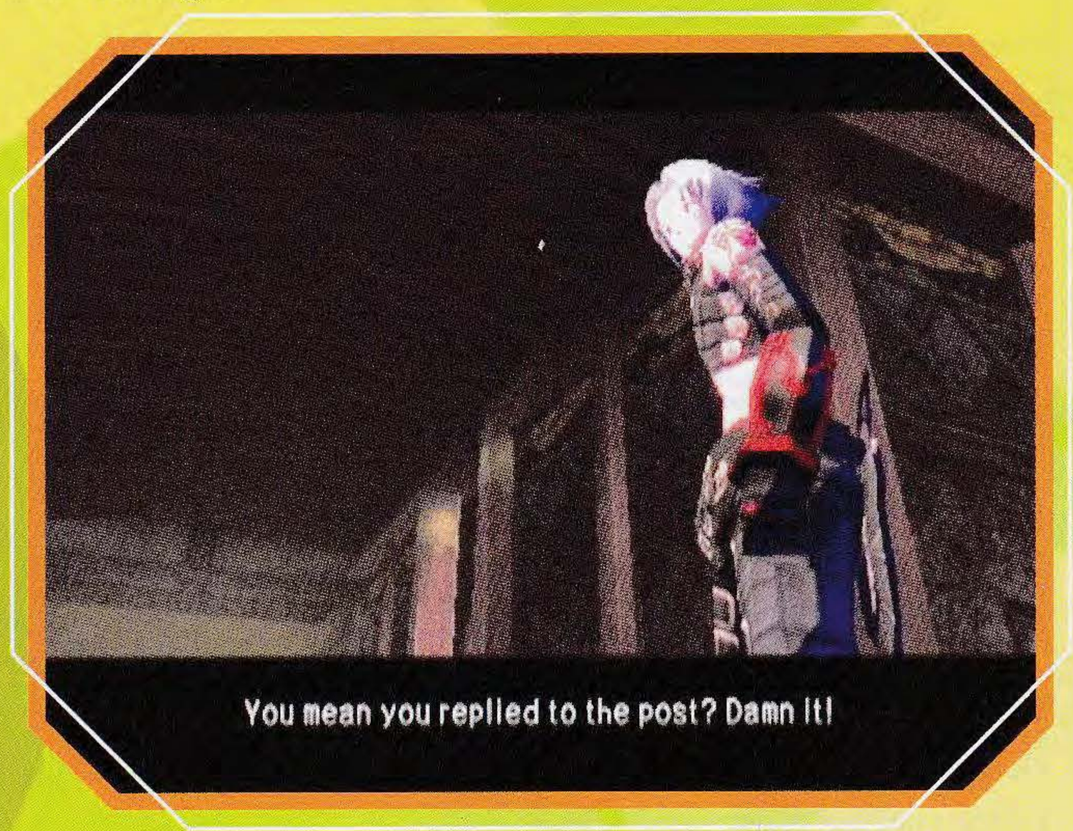




There are two additional exits from this room. The northern one links up via a series of rooms to the north exit (from the first intersection you found). These rooms are empty save for the Chim Chims along the walls and two simple jars. Explore them for completeness, but otherwise take the second southern exit. This leads through a passageway into a small room with another group to fight. Now follow the passage as it turns east through a locked door, where you encounter a cut-scene.

It appears that the Forum message wasn't exactly what it appeared to be, and now Haseo finds himself wishing for more companions. Just as things look bleak, his wish is granted, as two more PCs appear to make things—interesting. By the end of the confrontation, Haseo has one more reason to make it through the Arena ranks, climbing his way toward the top. Luckily, he also has a third person to make up his Arena group now, making it possible to get started on his goal.

Since the discussion took place within the Beast Temple, once the cut-scene is over you should now collect the reward for the dungeon and warp out. Do so, then continue back to the desktop to check the mail that you've just received.



[FIRST BLOOD

The email waiting at your inbox is from CC Corp, discussing the most recent addition to your guild. Read it, then return to the game where your first step is to head for the @Home guild hall to speak with Silabus and Gaspard. After this, you receive new email from your friends which you can log out to read, or save for later. Just remember to check them soon because one contains a new area keyword that was sent by Silabus. While the goal of the message is to level up Atoli, this can be done after the first fight is out of the way, when you take on a lot of new areas in a block.



After you check your mail, go back to the Chaos Gate and use it to enter Ω Server once more. This time you are able to sign up for an Arena battle yourself, so add Silabus and Atoli to your party, give them any new equipment you like, and run up to the arena registration desk at the north end of the root town. Speak to the woman behind the desk, and choose "yes" to enter your team for your first Arena fight.



While not all of your team members are completely confident of victory, charge forward regardless. When the cut-scene ends, run forward and to the right to examine the blue platform to one side of the registration desk, which takes you into the Locker Room to prepare for battle. Inside this lobby, the notice to the characters' left gives a list of the top 16 ranked Arena teams thus far, while the one to their right gives a bit of info on the team they're about to fight next.



This first time around all three opposing team members are level 10, so if you've been leveling in the suggested areas thus far, you should be higher-level than them and you can take them out readily. Treat this first Arena fight as a tutorial, and go out for victory! When you have finished your preparations, examine the green crystal at the entrance to the lobby and choose to continue into the Arena.



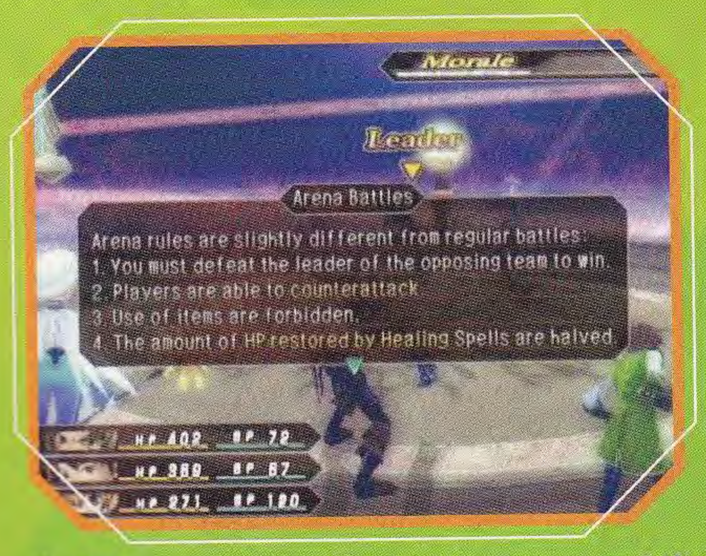
ARENA FIGHT

OPPOSING TEAM		
NAME	JOB	LEVEL
MIDNIGHT-HEAD	EDGE PUNISHER	10
IGA	EDGE PUNISHER	10
RUDOLPH	HARVEST CLERIC	10



As an arena battle begins, your characters are introduced first by name, job, and level, followed by the opposing team, so pay attention. This is your chance to see not only how strong the enemy is compared to you if you missed it before, but also to see what job each character uses, and plan your strategy accordingly.

The goal of an arena fight is fairly simple: knock out the opposing team's leader, marked in large yellow letters overhead. If Haseo falls, you lose the battle. If you knock out the opposing leader, they lose. The added strategy comes in if you wish to maximize skill and experience points by knocking out the other targets first, since the battle ends immediately once a leader is defeated. Whether to go for the leader first or go for other teammates is a choice that you should make each time, depending on circumstances. You can base this decision on how high level the opponents are compared to you, and if you're early in a chain of survival battles and wish to conserve energy. In this particular case you should overpower your opponents fairly readily and you have no battles directly after, so go for the extra experience.



As soon as this fight starts, the action pauses for a moment to give the rules of the arena. Other than pointing out that winning comes from defeating a leader and that you can counterattack, the rules also state that you cannot use items in the arena, and that healing Arts are halved in effect, so be careful not to get yourself into a situation where you need to heal up too much damage at once. Heal gradually over time, instead, with Atoli preferably acting as a dedicated healer.

After the rules are displayed, Silabus spots the enemy leader charging up attack, and tells Haseo about counterattacking. In the arena if you notice a foe about to use an Art, press R1 and trigger an Art of your own on that character to counterattack. This does damage that can't be deflected, and interrupts the enemy's own attack, sending him or her flying. It has the added effect of lowering the enemy team's Morale Gauge slightly, making this ability even more powerful.

Counterattacks are one of the key elements to winning many battles, so make sure your SPs are constantly high enough to counter when needed. Of course the other side of the coin is that the enemy can also counter you, which some will do more readily than others—in a very important battle, expect the enemy leader to counterattack you almost every time you try to use an Art, unless you are already countering them. Do try to use Arts when you can slip them in, as a counter or otherwise because you gain skill points more quickly in the Arena. This allows you to increase your weapon's Skill Level, in turn unlocking more Arts.





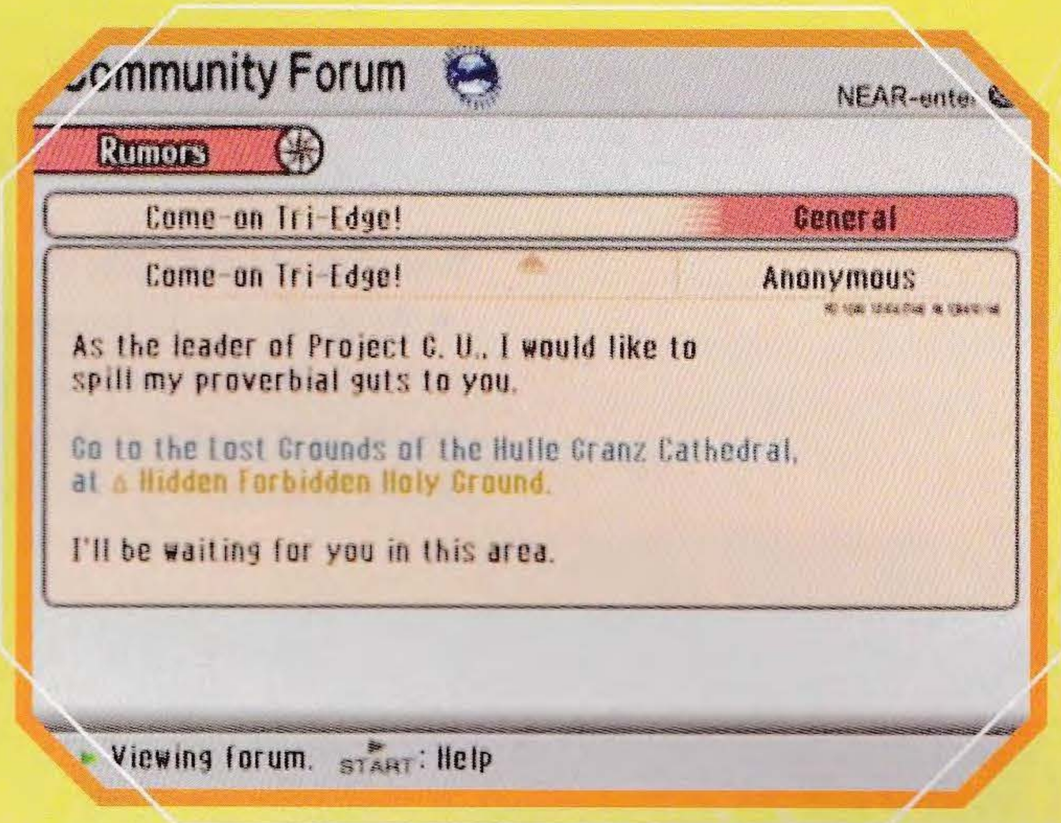
When the action starts back up, note that one of your opponents is a Harvest Cleric which means he'll be able to heal and support his stronger allies. You should avoid the two Edge Punishers once the fight starts and go directly for the caster, Rudolph. Take him down first, and the two allies will have no one to support them as you whittle them down. As a caster he has lower HP and defense so he can't last long, especially if you counter whenever he attempts to use an Art. Once the Harvest Cleric is down, concentrate on IGA, then Midnight-Head. Sometimes your allies may have different ideas and take on the leader in force, so work fast.

You can use Rengeki Attacks in the arena as well, and if you build up enough Morale, you can use Awakening. The Awakenings in the arena last a shorter time than on the field though, and at the start of a Beast Awakening you and your opponents are both warped back to the center of the arena in opposing lines, so you may lose precious seconds orienting yourself back on the opponent you want to attack. It's still worthwhile to use the ability though, as it lets you attack your foes for a short time for more damage, without having to worry about being attacked in return.

As soon as Midnight-Head falls the fight is done, whether either companion is left or not. Accept the fans' accolades as your due, before you exit the arena back to Lumina Cloth.



After a bit of discussion with some interested parties after your fight, you receive a new email. Go back to the Desktop to check it out, along with the previous messages if you skipped them. You find that it's Gaspard informing you of yet another new Forum message. Take the time to catch up on the updated news now if you like, then make sure to read the community forums. The "Ranking" thread in the Crimson VS board allows a reply from Haseo and possibly a raise of affection from Gaspard, while the Rumors board contains a very interesting message kicking off the "Come-on Tri Edge!" thread that Gaspard was referring to in his email. Four new backgrounds are waiting on the Apkallu Forum as well, before you finish reading. On the way back in to The World there are new messages on the official Forum as well, but nothing of importance, so catch up on them at your own pace.



[PIROS...THE WEIRD?

With a new area to inspect regarding the G.U. and Tri Edge, shift from Ω Server back over to Δ Server once you are logged back in to The World. It looks like no one else is available at the moment, so exploring the tougher side areas is out of the question. Log in to the area posted on the board instead, to get an idea of just what it's talking about.

RECOMMENDED PARTY: HASEO

AREA VITALS
KEYWORD: Δ: HIDDEN FORBIDDEN HOLY GROUND
AREA TYPE: SPECIAL



Haseo has been to this area once before, and it's not the best memory for him. This is the Hulle Granz Cathedral where Tri-Edge used Data Drain on him, sending him back to his current lower level, not to mention his attack of Shino in the same spot some time earlier. This time however it's a different "3" that greets him in the cathedral—a heavily-armored character going by the name Piros the 3rd.

It appears that there is a bit of a misunderstanding going on in both directions, but they are soon hashed out. At the end of the dramatic scene, Haseo walks away with Piros the 3rd's contact information—whether he wants it or not.

As this particular avenue of exploration has gone bust, it's time to head back to town. Take the platform back to the root town, where Haseo is just in time to run into a dejected-looking Gaspard, who claims that nothing is wrong. Whatever it is, it will have to wait for another time.

With his investigation finished, it's time for Haseo to turn his sights to the Arena once more. Take the time out to read a few of the new emails that have arrived during your exploration, one from Atoli containing another new keyword for later investigation. When you are done, head back into the game, and back into the fray.

PIROS THE 3RD

On the bright side, Piros the 3rd is an additional character that can be used in Arena fights, if for some reason the current trio doesn't really suit your particular playing style. If you do want to swap him in for some or even all of the fights, just make sure to level him up enough beforehand, and give him some upgraded equipment.

BATTLE ROYALE

Your goal is to make it to the top 16-ranked teams in the arena, to become listed on the charts and be eligible for special tournaments. Because the fights can get pretty tough, you need a tough team to beat them. Work on this chapter, which focuses on the arena aspect, at the same time you delve into the next chapter of the guide, "Intermission," going back and forth between Arena and areas as needed to toughen up your characters, and blast away the competition.

[SWEEPING UP THE CHARTS

When you visit the Arena for the first time after your maiden victory, Team Haseo is still sitting dead last, with 35 meager WP. WP are the points that an Arena team earns after a victorious fight, and are used to rank the teams from highest WP to lowest.



To reach your goal of ranking in the top 16 teams, you need approaching 1000 WP (the actual goal shifts around as team rankings move), so you've got a lot of work cut out for you.

There are two different battle types to choose from. The safer route is to try a Limit Battle. Here you choose one team to go against, the higher ranking they are, the more WP you earn for victory. This can be a slower route, but allows you more control over your destiny.

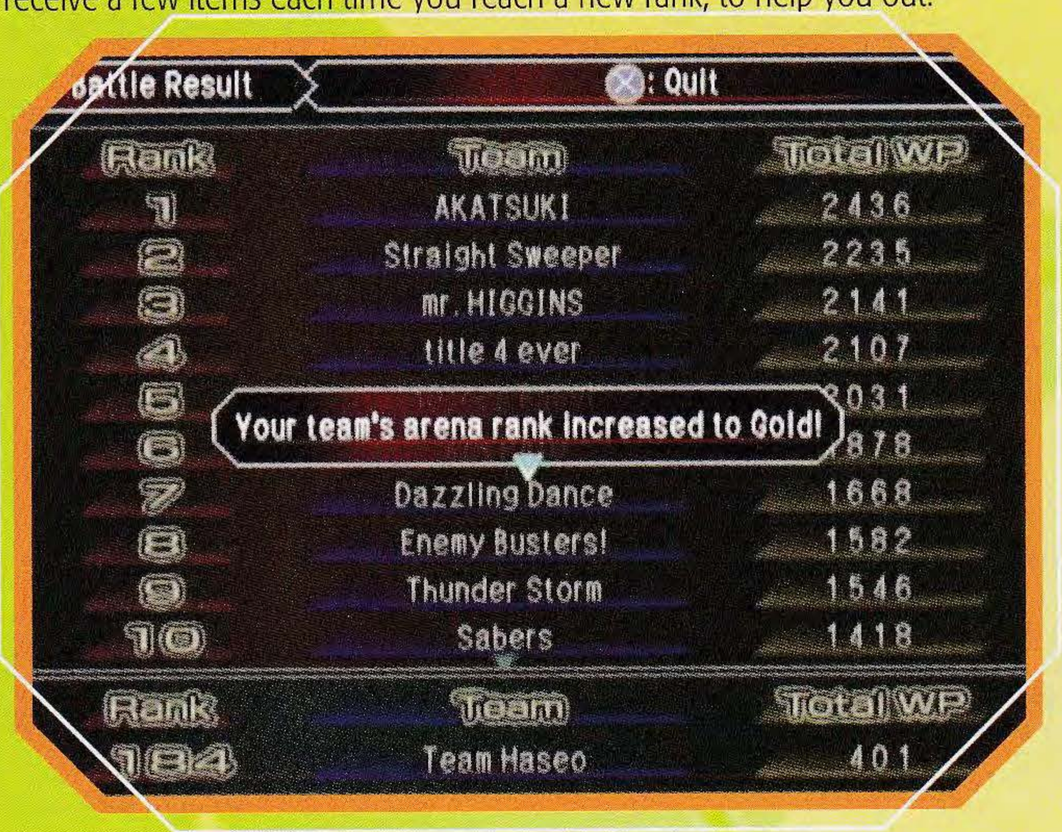
The second, usually riskier, choice is the Survival Battle. Here you are pitted against one team at random and, if you survive that fight, you regain a minimal amount of HP and SP based on your clear time before going automatically into the next fight. You must defeat five teams in a row to receive the maximum WP from the series, and in between you only have one screen to take in the upcoming opponents and their strengths–unless of course you pause the action and use the charts in the last section of this chapter to see who you're up against.



You don't have a lot of control over who you fight in a Survival Battle, but if you win the set you receive a large chunk of WP at once. When you first choose this option you can cancel the section after the random team shows up, if they look like they'll be too tough. After each fight you can also choose to bow out by selecting "No" when it asks if you want to continue–you end your WP gain there, but if you lose against a team you lose half the WP you've earned up to that point, so choose carefully.



As you gain WP, you also go up on the charts. You start as a Beginner, then after you hit the top 400 spots on the chart you advance to Bronze. At 300 on the charts you reach the Silver rank and at 200, Gold. Finally once you break the top 100 you reach the highest Platinum ranking. Ranks are important because you only fight against teams that are within one rank of your own. At Silver rank for example you can select (or may end up randomly pitted against) teams from Bronze, Silver, or Gold ranks as your opponents. You also receive a few items each time you reach a new rank, to help you out.



ARENA POSITION

Although your goal is to reach the 16th position in the Arena charts, there is actually a pause in the action when you've fought a few times in the Arena. At this point stop fighting these battles for a while, and move on to chapter 9, "Reach for the Stars," to deal with this side issue.

[FIGHT!



The battle begins with preparation. You should have good equipment, but don't neglect things like Alchemizing your weapons in the guild @Home, or Customization. The Scorpion Tail item attached to a weapon for example gives it a Poison attack, which is a great addition for the Arena—strike the other two opponents enough to trigger the Poison effect, then let their HP slowly drop while you go on to your main target. For armor, adding a bonus to physical defense is a good idea, while you shouldn't neglect your accessories or those of your allies—hand around and equip any customization items for accessories that play to your or your allies' strengths, such as giving a Medic item to Atoli to help with her healing.

Once you are in an actual fight, treat it much like suggested in your first fight in the Arena. Save the leader for last, unless the team is too strong for you, and go after Harvest Clerics first, Shadow Warlocks second, due to their skills and lower physical stats. After that Steam Gunners are usually your best bet, to keep them from picking off your teammates from a distance, then Twin Blades to nullify their speed and to exploit their slightly lower defense. Work your way up from there to the Blade Brandiers and heavier classes.



Also pay attention to the character's race. While jobs are usually more important in the Arena, race can play a large role as well. The Ya tribe, the very large, hulking beasts, have high physical defense, but are weak against magic. Lei tribe beasts, the catlike creatures, are quick, something you must watch out for, but not as good at defense, something to be exploited. Tu tribe members, the small beasts like Gaspard, have very little defense against physical attacks. This knowledge can help you not only in picking which target to attack first, but also in deciding what type of Awakening to use.



While you're fighting opponents, make good use of your camera. Swivel the view as needed to keep all of your opponents in sight, so that you can more easily exploit the Counterattack ability and stop them if they try to charge up an Art. Arts of your own are a risky proposition if you're not countering, although you can sometimes get away with it in a less important battle, and Rengeki Attacks are seldom interrupted. While usually you should Counterattack at every opportunity, there are two times you might wish to hold off: When you would be Counterattacking a leader that you're trying to keep alive for a while longer who is already low on HP, and when you are in a Survival Battle and your SP are starting to get low.

Don't get so caught up in attacking your opponents that you just mash the button repeatedly. First, this is a good way to miss the chance of getting in a Counterattack, if you're not quick enough to stop attacking and hit the Skill Trigger. Second, you should be ready to block as needed. Haseo is the leader of his team, which means that he's a good target for many of the enemy attacks, especially their Arts. Not only does this let his opponents damage him more, if you're not quick enough to block, but if they get too high a chain of attacks on a character they can use a Rengeki Attack of their own, for even more damage. This also increases their Morale Gauge and giving them a better chance of using an Awakening—a pretty vicious cycle that you want to nip in the bud, especially with all healing spells halved in effect. Enemy attack spell-type Arts are the largest danger when it comes to breaking your own characters for an opposing Rengeki Attack, so be especially careful to block or interrupt those.





Demon Awakenings on the other hand don't let you target damage against just one foe, but if the leader is so far untouched while you're already damaged his or her allies, this is less of a risk. It's also more effective to use this magical attack against characters with high physical defense but who are weak against magic, such as Ya tribe Edge Punishers, plus you don't have to orient yourself on your opponent first–just start hitting ✕ ASAP. One other good side effect of this Awakening mode is that it allows you to rack up really high combos, which are one of the things you are ranked on at the end of the fight (or series of fights), and may give you extra WP and GP at the end.



Once a character has been dropped to 0 HP and is knocked out of the fight, he or she crouches down and becomes just a ghostly image in the Arena ring. When a leader is knocked out, their team loses the fight and the battle ends. After the fight (or, in a Survival Battle, after the whole set) you receive a ranking based on clear time, max combo, number of counterattacks, and players defeated, which also helps to determine the amount of WP you receive. If it's your team that loses in a normal Arena battle the game doesn't end, but you earn no WP for that fight (or in a Survival Battle, lose half of what you've earned so far).



As mentioned in your first Arena battle, Awakenings have a shorter duration in these PK fights, but they are still quite useful. Which one to use depends on your circumstances. Beast Awakenings are good against foes with high magic defense and lower physical defense, like for instance Tu tribe Shadow Warlocks. They also let you target your damage more accurately (except that you can't control your allies) by attacking the person you want to knock out first, rather than risking taking the leader out. Unfortunately you lose a little effectiveness by the fact that your teams change position at the start of the Awakening, and you have to get oriented again before you attack your opponent, losing a few precious seconds.



[THE OPPOSING TEAMS

Following is a list of the teams you'll fight, broken down by their rank. The leader of each team is listed first, followed by their subordinates. The amount of WP you receive for fighting a team is based on their level–the stronger they are, the more WP you earn.



SELECTING FIGHTS

If there's a particular team you want to fight, or you just don't like the selection you're given, back all the way out of all of the menus and then speak to the receptionist again for a new selection. If you just leave the "Limit Battle" option and choose it again, you'll be stuck with the same teams.

0 means equal to Haseo's current level. +2 means two levels higher than Haseo's current level, etc.

BEGINNER

<3 XCITE		
NAME	JOB	LEVEL
QUASAR	EDGE PUNISHER	-1
DOMINATOR	BLADE BRANDIER	0
VANGUARD	SHADOW WARLOCK	0

GRAMPS & KID		
NAME	JOB	LEVEL
MAGO6	EDGE PUNISHER	+3
MARI ARIMA	STEAM GUNNER	+3
TETOTETO	SHADOW WARLOCK	+3

BCOZ OF U		
NAME	JOB	LEVEL
DIVORCE NOTE	EDGE PUNISHER	13
BRONX	SHADOW WARLOCK	13
SEAMAN LIPE	HARVEST CLERIC	13

LADY'S MAN		
NAME	JOB	LEVEL
SEKISHINA	EDGE PUNISHER	13
KASUMI	BLADE BRANDIER	13
HINAKA	HARVEST CLERIC	13

BEGGINER...		
NAME	JOB	LEVEL
YOSHIO	HARVEST CLERIC	13
ETEMAN	EDGE PUNISHER	13
CECILE	BLADE BRANDIER	13

NOGU KNIGHTS		
NAME	JOB	LEVEL
NOGMUNG	BLADE BRANDIER	+2
LIEUTENANT OKADA	BLADE BRANDIER	+2
CORPORAL YANO	BLADE BRANDIER	0

B FAMOUS		
NAME	JOB	LEVEL
KOZUNYAN	HARVEST CLERIC	+3
KAPLICO	TWIN BLADE	+3
UESHU	EDGE PUNISHER	+2

QICK FLEET		
NAME	JOB	LEVEL
RISING SUN	SHADOW WARLOCK	13
PUN-ISHER	TWIN BLADE	13
FRENCH 75	EDGE PUNISHER	13

BUFFERINE PUNCH		
NAME	JOB	LEVEL
TRIGGER	SHADOW WARLOCK	-2
SCHRODINGER	SHADOW WARLOCK	+2
WANG LIN	EDGE PUNISHER	+1

RAMPAGE		
NAME	JOB	LEVEL
XNON	EDGE PUNISHER	13
CHIROL	HARVEST CLERIC	13
LAW	SHADOW WARLOCK	13

RUMORED THREE		
NAME	JOB	LEVEL
NUADA	SHADOW WARLOCK	+1
NINJATO	TWIN BLADE	0
BARSON	HARVEST CLERIC	0

XXX_MU-MU-MU_XXX		
NAME	JOB	LEVEL
MUKOLO	TWIN BLADE	13
HURRICANE	TWIN BLADE	13
DARIAN MARS	SHADOW WARLOCK	13

SMEWHREOUTHERE		
NAME	JOB	LEVEL
NACHIN	HARVEST CLERIC	13
ORIENT	BLADE BRANDIER	13
MASS-PRODUCED	TWIN BLADE	13

YEAY WORKERS		
NAME	JOB	LEVEL
OISAN	EDGE PUNISHER	0
PSYCHE	EDGE PUNISHER	0
CHIEF GEMMI	SHADOW WARLOCK	0

W/DADDY		
NAME	JOB	LEVEL
KAZUBO	EDGE PUNISHER	13
KOUHEI	BLADE BRANDIER	13
KAORI	SHADOW WARLOCK	13

BRONZE (TOP 400 ON THE CHART)

ANIMAL TRAIL		
NAME	JOB	LEVEL
TANU	SHADOW WARLOCK	0
SAGITTARIUS	ADEPT ROGUE	+1
INGRID	EDGE PUNISHER	-2

GET ADDY LATER		
NAME	JOB	LEVEL
?PEANUTS?	HARVEST CLERIC	15
MONKEY KING	EDGE PUNISHER	15
BIZZA	EDGE PUNISHER	15

BUBUTSUKE ATTACK		
NAME	JOB	LEVEL
FRESH YATSUHASHI	BLADE BRANDIER	15
MENOU	HARVEST CLERIC	15
LINX	STEAM GUNNER	15

GIRL'S NIGHT		
NAME	JOB	LEVEL
BLACK PEARL	SHADOW WARLOCK	15
KUNOICHI AYAME	TWIN BLADE	15
YOSHIMUNE	EDGE PUNISHER	15

CRYING WARBLER		
NAME	JOB	LEVEL
WARBLER	SHADOW WARLOCK	15
JAY	EDGE PUNISHER	15
CHESTUNUT RICE	EDGE PUNISHER	15

HAMADA PRO		
NAME	JOB	LEVEL
PERIOD S	EDGE PUNISHER	15
YOU	STEAM GUNNER	15
HAYATO	BLADE BRANDIER	15

FIRST STRIKE		
NAME	JOB	LEVEL
NARUKAMI	EDGE PUNISHER	15
PRINCE CHARMING	STEAM GUNNER	15
DRAGON DRUMS	HARVEST CLERIC	15

HAPPY-GO-LUCKY		
NAME	JOB	LEVEL
NALUM	SHADOW WARLOCK	15
ANDERSEN	TWIN BLADE	15
JOHNSON	BLADE BRANDIER	15

FOR THE 7 STARS		
NAME	JOB	LEVEL
DESTRUCTION STAR	EDGE PUNISHER	15
SOIL	EDGE PUNISHER	15
REBERICK	TWIN BLADE	15

LAW OF KARMA		
NAME	JOB	LEVEL
KARMA	HARVEST CLERIC	15
NOAH	SHADOW WARLOCK	15
SUTEMARU	EDGE PUNISHER	15

SILVER (TOP 300 ON THE CHART)

DO WHAT U WANT

NAME	JOB	LEVEL
SUI	TWIN BLADE	+1
DICCA	STEAM GUNNER	+1
GOMASABA	HARVEST CLERIC	+2

EKA KICKS

NAME	JOB	LEVEL
KOYAMU	BLADE BRANDIER	+2
BAHO	TWIN BLADE	+2
YAZIKITA	EDGE PUNISHER	+1

GODDESS'S PARTY

NAME	JOB	LEVEL
DIVA	EDGE PUNISHER	17
CHAMOMILE	BLADE BRANDIER	17
BROWN SUGAR	SHADOW WARLOCK	17

HANGOVER CURE

NAME	JOB	LEVEL
CHAMNOSUKE	TWIN BLADE	17
NAZCA	TWIN BLADE	17
YUBA	BLADE BRANDIER	17

LOSE & RETIRE

NAME	JOB	LEVEL
F-3110	EDGE PUNISHER	17
HI-RISK	STEAM GUNNER	17
MU	HARVEST CLERIC	17

LUV GRAMPS

NAME	JOB	LEVEL
SENBE-	BLADE BRANDIER	+1
MAGO6	EDGE PUNISHER	+3
SHOUBOU	SHADOW WARLOCK	+1

MUSCLE KING

NAME	JOB	LEVEL
BRAIN MUSCLE	EDGE PUNISHER	17
MIKASHIRI BUNJI	BLADE BRANDIER	17
ALKINARA	STEAM GUNNER	17

NOT GONNA LOSE

NAME	JOB	LEVEL
NONBE	TWIN BLADE	17
AK47	STEAM GUNNER	17
FATTY TUNA	HARVEST CLERIC	17

QUEEN B

NAME	JOB	LEVEL
MIKIMIKI	HARVEST CLERIC	17
REGINA	SHADOW WARLOCK	17
SPIDROW	TWIN BLADE	17

TEAM KAMIKAZE

NAME	JOB	LEVEL
LIEUTENANT OKADA	BLADE BRANDIER	+2
CORPORAL YANO	BLADE BRANDIER	0
PSYCHE	EDGE PUNISHER	0

WHITE FANG

NAME	JOB	LEVEL
MORNING DEW	STEAM GUNNER	17
SALMON ROE	SHADOW WARLOCK	17
GOGO619	TWIN BLADE	17

YOU'RE ALL WEAK

NAME	JOB	LEVEL
NIANGNIANG	TWIN BLADE	17
WASTED GOD NEES	TWIN BLADE	17
SUISURU	BLADE BRANDIER	17



GOLD (TOP 200 ON THE CHART)

ANTI-GUILD

NAME	JOB	LEVEL
MACHIDA MAN	EDGE PUNISHER	20
SUKIYAKI SONG	BLADE BRANDIER	20
MARTINI	TWIN BLADE	20

BOM-BA-YEA

NAME	JOB	LEVEL
BUNBUN	SHADOW WARLOCK	20
ELEANORE	HARVEST CLERIC	20
HORNET	TWIN BLADE	20

HEAL DANCER

NAME	JOB	LEVEL
TENAKA TARO	BLADE BRANDIER	20
SATO HANAKO	TWIN BLADE	20
PESCATORA	HARVEST CLERIC	20



IDENTITY: MOJA 2

NAME	JOB	LEVEL
NINJATO	TWIN BLADE	0
NOGMUNG	BLADE BRANDIER	+2
SYAKE	SHADOW WARLOCK	-2

IT'S ALL ABOUT $

NAME	JOB	LEVEL
LETTUCE TARO	SHADOW WARLOCK	20
RENTAL DAUGHTER	HARVEST CLERIC	20
SAPPHIRE	TWIN BLADE	20

LORD EN LUUUV

NAME	JOB	LEVEL
HENAKO	HARVEST CLERIC	+7
DR. D	HARVEST CLERIC	0
PSYCHE	EDGE PUNISHER	0

MORNIN' THUNDER

NAME	JOB	LEVEL
MITSUKI	EDGE PUNISHER	20
BILLY-K	STEAM GUNNER	20
CACTUS MAN	EDGE PUNISHER	20

SILENT BUTCHER

NAME	JOB	LEVEL
AILEZ	STEAM GUNNER	+2
DANGO MASTER	HARVEST CLERIC	+1
MILLIE	SHADOW WARLOCK	+2

STAR OF ARENA

NAME	JOB	LEVEL
HORIZANKI	EDGE PUNISHER	20
KANARIN	HARVEST CLERIC	20
TEA	BLADE BRANDIER	20

TRU BEAST TRAIL

NAME	JOB	LEVEL
TANU	SHADOW WARLOCK	0
SAGITTARIUS	ADEPT ROGUE	+1
NUADA	SHADOW WARLOCK	+1

ZOO TRAIN

NAME	JOB	LEVEL
SUZUKI PIG	BLADE BRANDIER	20
EICHIKA	BLADE BRANDIER	20
KANKO	SHADOW WARLOCK	20

PLATINUM (TOP 100 ON THE CHART)

AMERICAN FRIEND

NAME	JOB	LEVEL
RAIN & SUN	TWIN BLADE	23
MIKE SMITH	EDGE PUNISHER	23
BOB SMITH	EDGE PUNISHER	23

CHAR MEMBER

NAME	JOB	LEVEL
SOUR DAY	SHADOW WARLOCK	23
NICKY	BLADE BRANDIER	23
HIKIHIKIO	EDGE PUNISHER	23

DIE 4 ARENA

NAME	JOB	LEVEL
UNEMPLOYED BARON	EDGE PUNISHER	+2
FREE MEAL MAN	TWIN BLADE	+2
FREELOADER	HARVEST CLERIC	+2

EKA KICKS

NAME	JOB	LEVEL
KOYAMU	BLADE BRANDIER	+2
BAHO	TWIN BLADE	+2
YAZIKITA	EDGE PUNISHER	+1

GAUGE FEELINGS

NAME	JOB	LEVEL
AYUO	HARVEST CLERIC	23
DRAKE	EDGE PUNISHER	23
SASAMI	EDGE PUNISHER	23

GEM SISTERS

NAME	JOB	LEVEL
RUBY	BLADE BRANDIER	23
EMERALD	BLADE BRANDIER	23
JADE	TWIN BLADE	23

INGRIDIENT-SK8

NAME	JOB	LEVEL
FISH CAKE	EDGE PUNISHER	23
EMIN-TAN	TWIN BLADE	23
TOI	HARVEST CLERIC	23

THE STORM MAN

NAME	JOB	LEVEL
CYCLONE TREE	EDGE PUNISHER	23
UNCHAINED	TWIN BLADE	23
TURBULANCE	STEAM GUNNER	23

TEAM CRUSADE

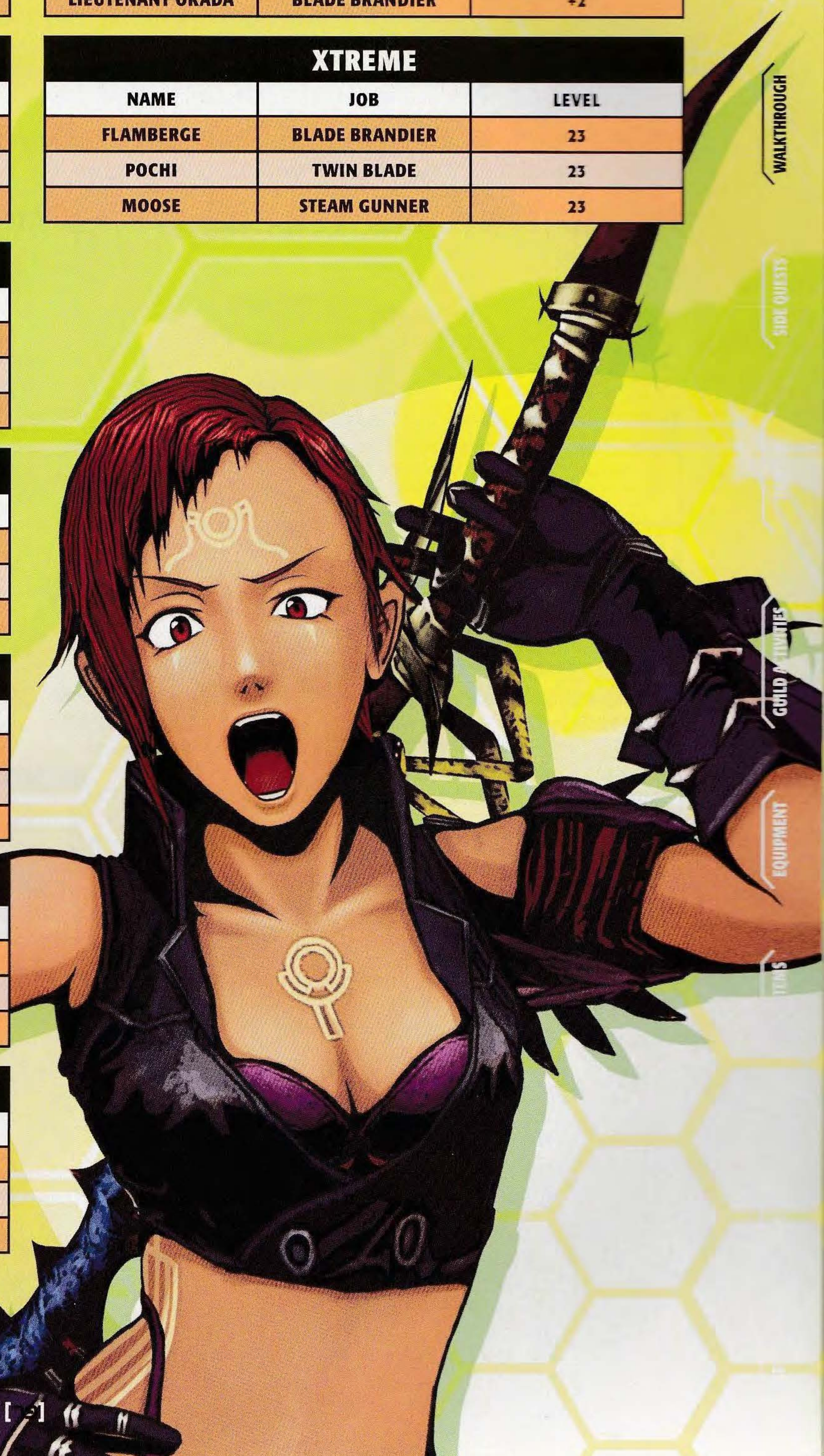
NAME	JOB	LEVEL
GREAT LEO	EDGE PUNISHER	23
ALENEOR	EDGE PUNISHER	23
JOANNA	HARVEST CLERIC	23

TRIPLE-O

NAME	JOB	LEVEL
OISAN	EDGE PUNISHER	0
WANG LIN	EDGE PUNISHER	+1
LIEUTENANT OKADA	BLADE BRANDIER	+2

XTREME

NAME	JOB	LEVEL
FLAMBERGE	BLADE BRANDIER	23
POCHI	TWIN BLADE	23
MOOSE	STEAM GUNNER	23



INTERMISSION

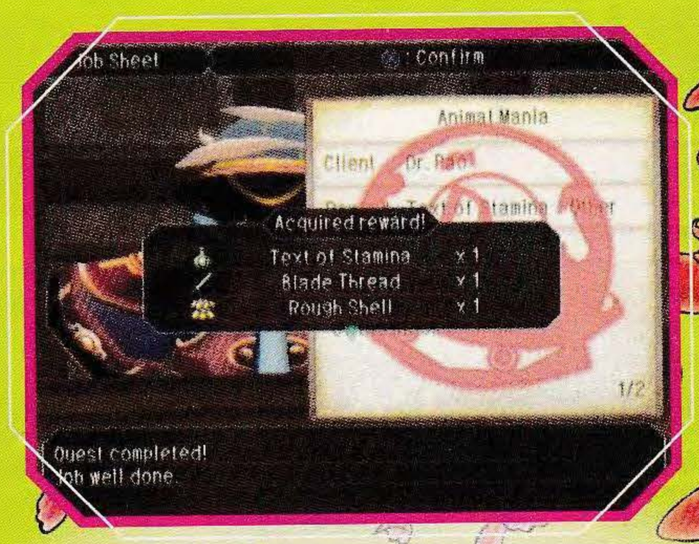
Although this chapter comes after the previous one, "Battle Royale," the two should be worked on in conjunction. This chapter covers the various areas you can (and should) use to level up and improve equipment, while the previous chapter focuses on the arena aspect that is the actual key to progressing in the storyline. While each area suggests the basic arena party of Haseo, Silabus and Atoli, feel free to replace one of them with Piros the 3rd if you wish to level him up for use in the arena instead, or any other character just to keep your characters well-balanced.

[REWIND

The two lowest-level areas on your list at this point are level 10, so tackle these first. One of them has been waiting on the list since the beginning of the game, so enter Δ: Truthful Marble's Bum to finally take care of this mission.

RECOMMENDED PARTY: HASEO, SILABUS, ATOLI

AREA VITALS
KEYWORD: Δ: TRUTHFUL MARBLE'S BUM
AREA LEVEL: 10
ITEM LEVEL: 11
ELEMENT: FIRE, EARTH
AREA TYPE: FIELD
WEATHER:
MONSTERS
GAN BEZEL, LIZARD HUNTER, VAK FANG
RATINGS
SURPRISE ATTACKS/ENEMY PARTIES: 10
TREASURE BOXES OPENED: 6
DESTROYED OBJECTS: 6



LEVELING

These particular areas aren't the only way to level up for the Arena, but you should explore them to clear out your list of new bookmarks. To gain extra items and experience you can also explore some of the random areas created by your collected keyword segments. Also, if you haven't tried out the side quests from the Quest Shop, this is a good time to start.



There is no particular goal to this area other than collecting items and gaining experience. This field is small and quick to navigate, so it won't take long to buff up your party a bit here. First, visit the left plateau of your current island to chase down a Lucky Animal for 2000 GP, then go to a spot in front of the right-hand plateau's ramp to rescue a Mecha Grunty. Enemies to fight for experience can be found at the southeast corner, along the north side between the two plateaus, guarding the two chests to the northwest, and two last groups also stationed near the two chests. The chests hold two of the portions of the Judge's Symbol that you need to access this field's Beast Temple.



Monsters on this field are the Lizard Hunters that you're well used to by now, as well as Vak Fangs (a fire version of the various Fang creatures). There are also Gan Bezels, earth Bezels that are a bit more powerful than the ones you've fought previously. Some of these high-HP foes can hit a little harder than you're used to. They also charge up stronger attacks which should be blocked or interrupted with an Art. Concentrate on fighting these enemies one at a time, to take them down quicker and increase chances of a Rengeki Attack more often. If you've done additional leveling-up in random areas or side quests you may be a bit too powerful to gain Rengeki Attacks at this point.



Since you are in a slightly tougher field than you've been in, watch out for Atoli if she's along, and make sure she doesn't get cornered by one of the foes for longer than you can help. Remember that you're here for all the experience you can get, so work together with Silabus or another fighter to form as many Rengeki Attacks as possible. If you have her strategy set to healing, Atoli will restore your party's HP as needed while she has SP.

There are a large number of monsters on the first island but, once they are finally cleared, cross the southern bridge to that island. Fight the next group of foes just across the bridge, then go to the west of the island to fight another group of chest guardians and claim the last Symbol Fragment. Return across the bridge to the first island, and go north across the other bridge to the final piece of land in this field.

There are two chests to the eastern side of the island, so claim the contents (as well as gathering the experience from their guardians) before climbing down into the Beast Statue room. Claim your prize, then move on to the next playing field.



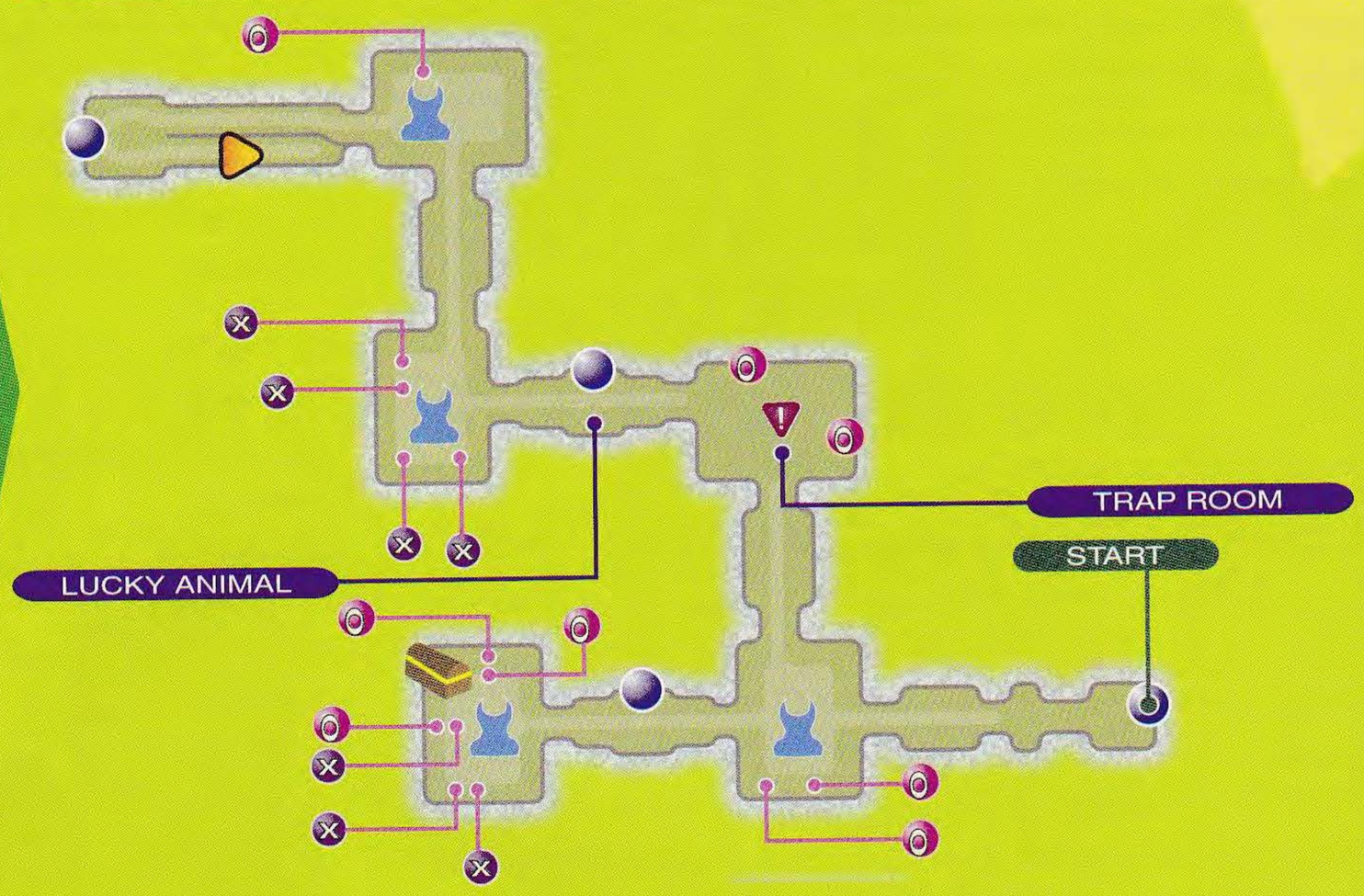
[SPELUNKING

The other level 10 area is much more recent, given to you by Silabus just before entering the Arena the first time, in order to help level Atoli up a bit. Enter the Chaos Gate and be ready to explore a dungeon, after the nice short field you just visited.

RECOMMENDED PARTY: HASEO, SILABUS, ATOLI

AREA VITALS
KEYWORD: △: UNSEEING MARBLE'S BUM
AREA LEVEL: 10
ITEM LEVEL: 11
ELEMENT: FIRE, EARTH
AREA TYPE: DUNGEON
WEATHER: INDOORS
MONSTERS
ANGELIC GORE, GAN BEZEL, LIZARD HUNTER, VAK FANG
RATINGS
SURPRISE ATTACKS/ENEMY PARTIES: 10
TREASURE BOXES OPENED: 5
DESTROYED OBJECTS: 13

DUNGEON, B1





This particular dungeon is a cave-type dungeon as opposed to the mansion type that you've been to a few times recently. The first room you run into holds one group of monsters to fight along with the usual Chim Chims. In this dungeon too, the monsters are Lizard Hunters and Vak Fangs, so fight them using the same tactics as the previous area.

From the first room, go west to fight off the foes here, then kick open the chest and then the breakable items, this time in the form of small mushrooms. There is also a larger mushroom that holds some of the Chim Chims in this area, so kick it to knock them down.







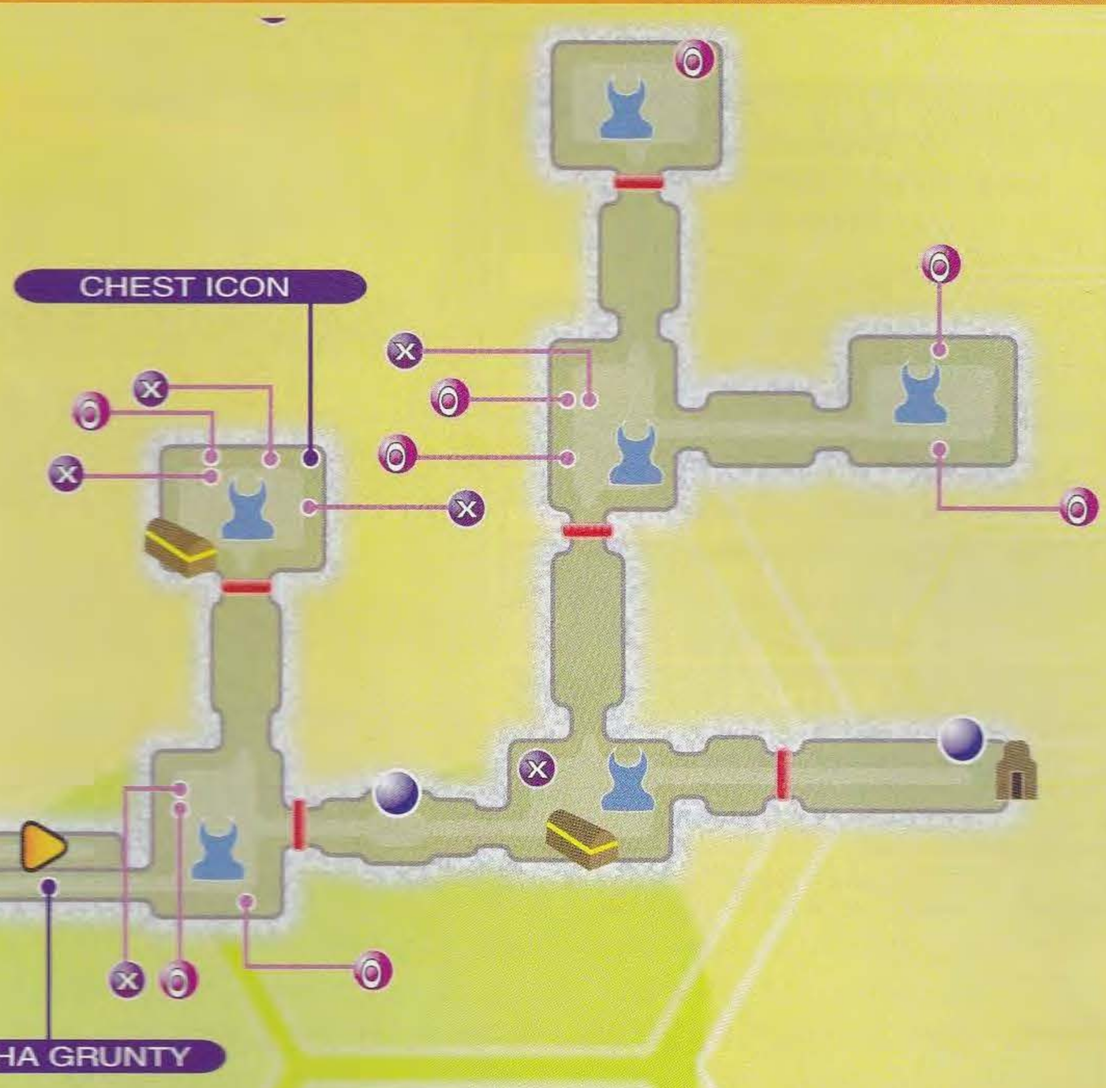
Run back to the previous room and head north to reach another trap room, slightly different from those in the mansions. While there are spotlights and steam posts, this time the traps on the floor are replaced by spikes that lower and fall in places. You can safely run across them while they are retracted, but you take damage if they rise again while you are on the square. Wait for the steam to end at the first pole and run north to the wall, then west to the exit.

On your way past the platform kick the Ouryu Lucky Animal for a quick 1500 GP, then continue on to another room for one monster fight. Continue north along the next passage to fight one more group of foes, then west along the next passage to reach the stairs to the second level.



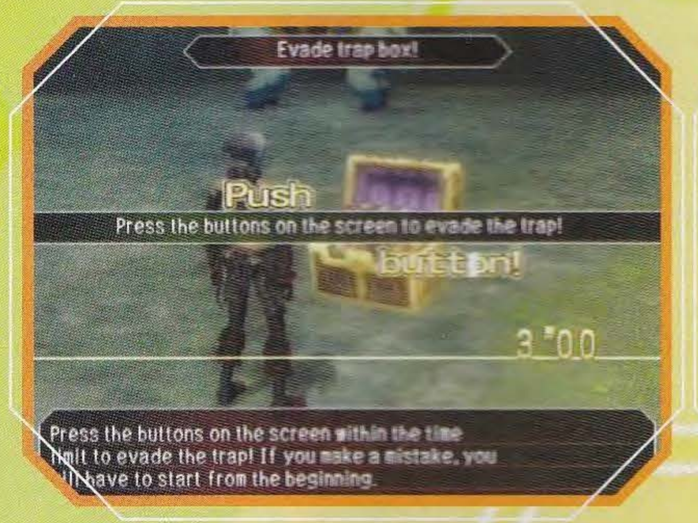
DUNGEON, B2

The first thing here is another Mecha Grunty. You can't just leave the poor guy lying there, so rescue him with some Chim Spheres, then move into the first room, where another monster group awaits you. Now the Gan Bezels may start to appear, along with the Angelic Gore monsters. If you haven't fought these Angelic Gores in a side quest yet, be ready for their higher HP and attack powers. When they raise their arm for a few seconds, or start to glow, block and let the attack finish before returning to the attack. With Silabus' or another fighter's help, you should finish them off quickly with help from a Rengeki Attack.





From this first room, take the northern exit up a passageway with a locked door at the end. Once you unlock it you find not only a monster group, but also both a normal and trapped chest. Clear out everything, then return to the previous intersection. Unlock the eastern door and run through the long passage, and open the next trapped chest that lies just inside the room, focusing carefully on the code needed. Past the chest lies another group of foes to defeat, and from there two more exits.





As before, take the northern route first, unlock the door at the end of the tunnel, and run into the center of the room to defeat the monsters there. Continue north through the next exit, unlock the Chim Door, and repeat your performance with the monsters here. With this dead-end reached, go back to the latest intersection and take the eastern tunnel, with a similar dead-end and one more group of enemies.

Finally, return to the intersection farther south and take the other eastern exit. Down a short passageway lies the Beast Statue for this dungeon, and your reward. Claim it, then use the nearby platform to return to town.

[THE CHOSEN ONE

The next area on the itinerary is one posted some time ago on the Forum, regarding a strange chest that couldn't be opened. If you asked about the keyword, you were told to head into Δ: Choosing Superior Offerings if you care to investigate. Now it's time to do so.

Before you head out, check your inventory and stored items to see if you have any "Caffeine Drink" items that allow you to make your armor sleep-proof. If you do, customize your current armor to include that ability for this dungeon. You can pick one up on Ω Server's Customization shop if you have the gold but don't have the item. Bring along a few Stimulant Sodas just in case.

RECOMMENDED PARTY: HASEO, SILABUS, ATOLI

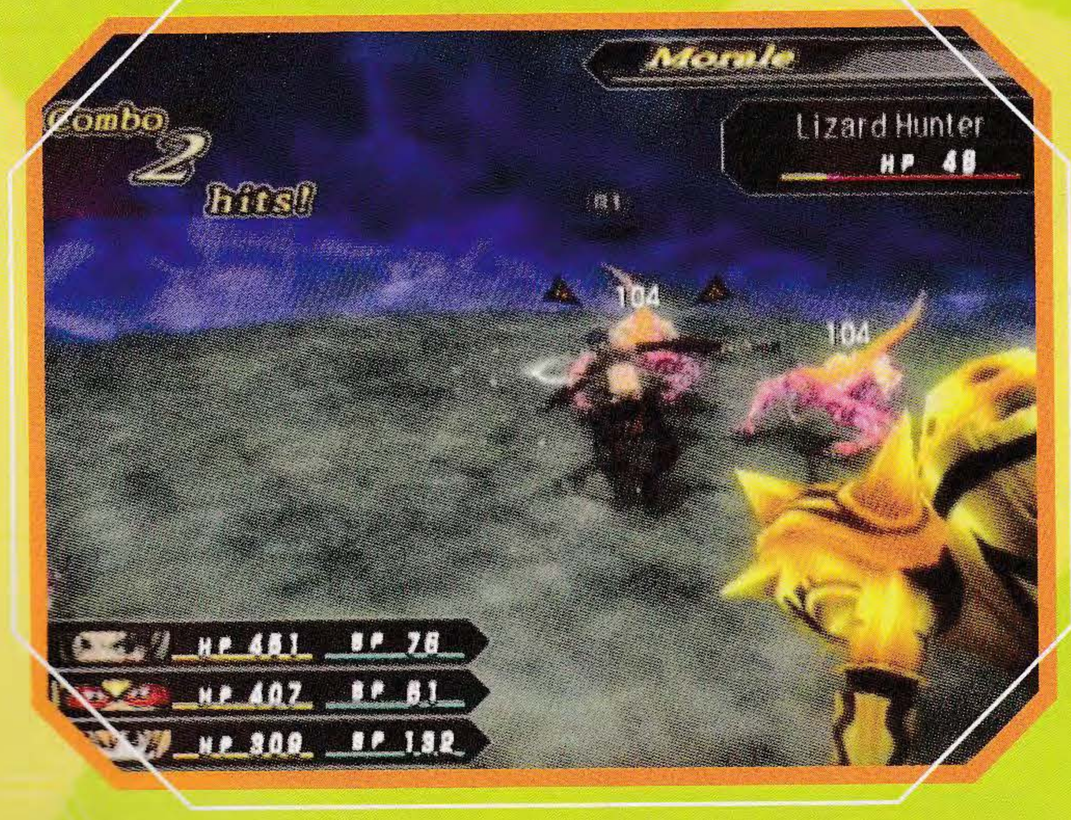
AREA VITALS
KEYWORD: △: CHOOSING SUPERIOR OFFERINGS
AREA LEVEL: 11
ITEM LEVEL: 11
ELEMENT: EARTH, FIRE
AREA TYPE: DUNGEON
WEATHER: INDOORS
MONSTERS
LIZARD HUNTER
RATINGS
SURPRISE ATTACKS/ENEMY PARTIES: 2
TREASURE BOXES OPENED: –
DESTROYED OBJECTS: 4

DUNGEON, B1



Although this is a dungeon, it's actually shorter than most fields. There aren't even any side paths to lead you away from your goal, so go directly west from the platform through each room in turn. The first room holds three breakable objects and a chance to collect some Chim Spheres, while the second holds one breakable object and the only two normal monster fights of the area. As you've fought Lizard Hunters many times before, you should make short work of them before continuing to the last room.

As soon as you enter this room, you enter a cut-scene. Haseo approaches the chest to investigate, and as he does so, it explodes. It appears that the chest was just a device to scan the souls of those approaching it to find one worthy of being sacrificed to Cernunnos, the Ruler of the Underworld in the game's back story. Since Haseo is that worthy person, he's branded with a Mark of Offering. Before he can react the servants of Hazumi, the evil NPC behind all this, they attack in an attempt to sacrifice Haseo and revive the dark god.





WIGHT RIDE (H3)

SIZE	LEVEL
S	11

SKILLS
SPORE OF SLEEP

HP	SP
351	108

ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE
25	16	13	17

FIRE	WATER	WIND	EARTH	LIGHT	DARK
8	9	8	10	6	15

Although this is a boss battle of sorts, you're actually pitted against three monsters that are slightly tougher than the normal foes of this level, rather than one very large, foe.

Since the enemies start off grouped closely together, you may be able to strike all of them with an attack (or better yet an Art) targeted on the center foe. Once they split apart, target the enemy that your other party member is fighting, to take one down quickly and perhaps pull off a Regenki to finish it off.



The only real thing to watch out for is the foe's ability to put a character to sleep after an attack. If you've customized Haseo's armor for this he shouldn't have to worry and can wake up any sleeping comrades with a Rip Meyn spell, if available, or a Stimulant Soda otherwise.



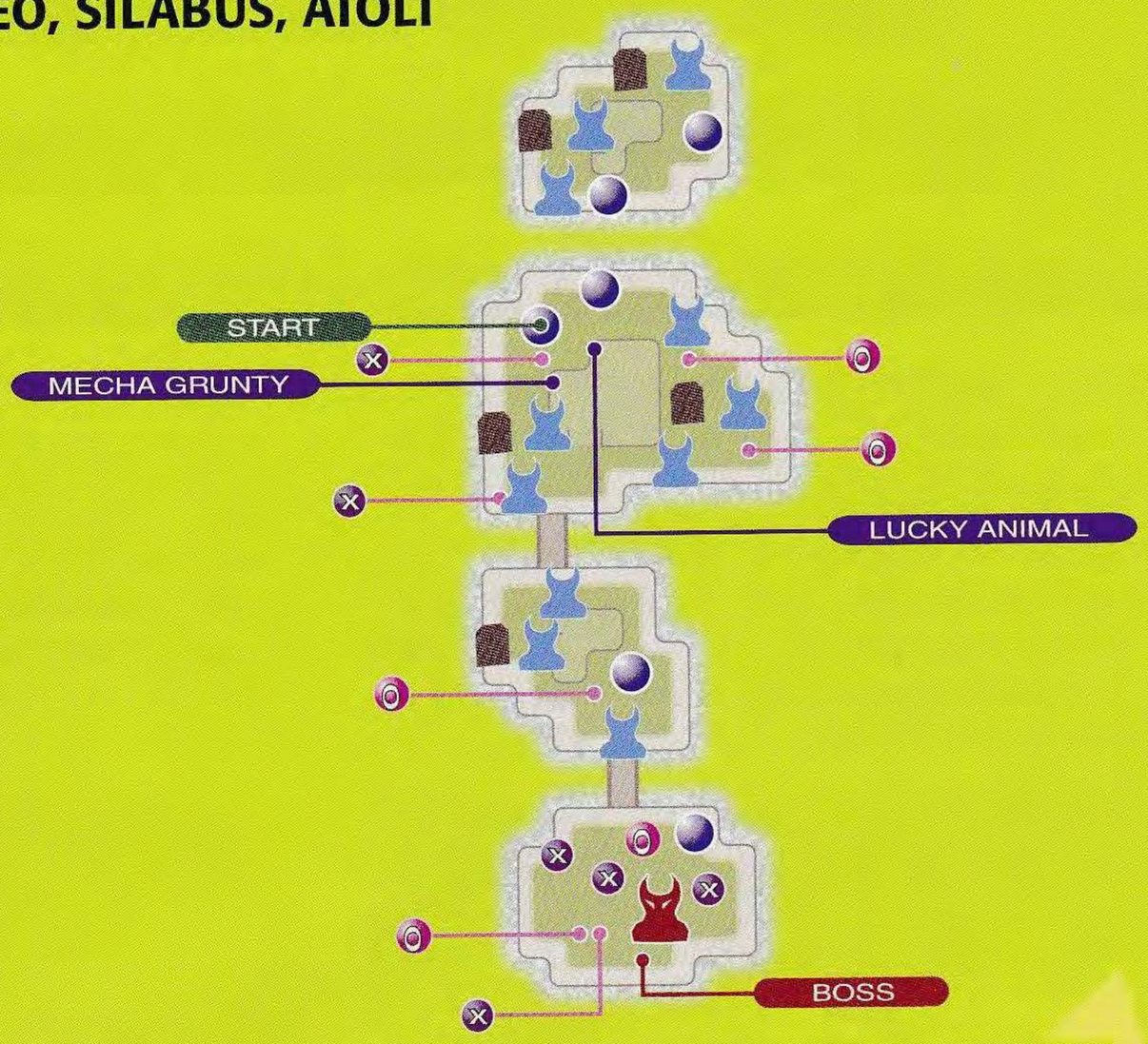
When the fight is done Hazumi retreats, but it sounds like you haven't seen the last of him. take the time to collect a few more Chim Spheres from this room to increase your ending rank, then go back out to the previous passage to take the platform found there back to Mac Anu.

[GIVE A HOOT

There is one other unexplored level 11 area still on your bookmark list. It was provided as a good place to fight the Trainee Owl monster that someone on the Forum was looking for. It also holds a decent number of normal monsters so if you haven't leveled too high just yet, it's a good place for experience as well. It holds a lot of items, so put some items into storage if your inventory is starting to get full. If you have your weapon customized to deal elemental damage, Fire is your best bet here to damage both the normal enemies and the boss at the end.

RECOMMENDED PARTY: HASEO, SILABUS, ATOLI

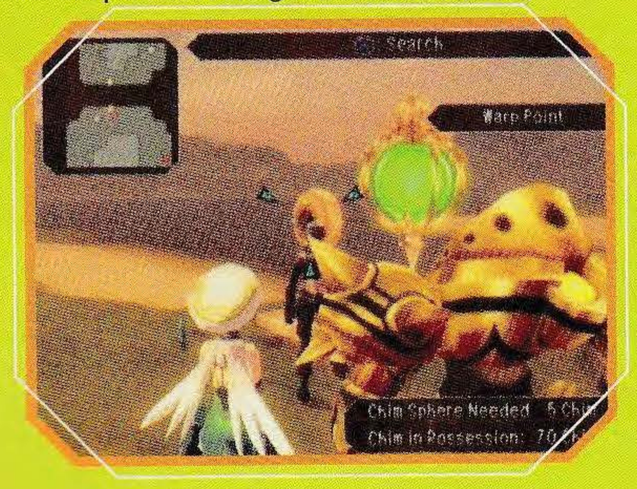
AREA VITALS
KEYWORD: Δ: ROUGH SONG VANE VAGABOND
AREA LEVEL: 11
ITEM LEVEL: 12
ELEMENT: WATER, EARTH
AREA TYPE: FIELD
WEATHER: SUNNY
MONSTERS
ANGELIC GORE, GAN BEZEL, GOBLIN MAGE
RATINGS
SURPRISE ATTACKS/ENEMY PARTIES: 12
TREASURE BOXES OPENED: 5
DESTROYED OBJECTS: 6





As soon as you enter the field you should hear a Lucky Animal nearby. It is just to the south, along with this field's Mecha Grunty. Chase down one and rescue the other, break the nearby barrel, then continue around the edge of this island to fight the five separate groups of monsters, kicking open one more barrel and two chests along the way. Foes here include Angelic Gore, Gan Bezel, and Goblin Mage. You've fought all of them before, so you should know how to handle them. Remember to defeat the Goblin Mages first, so that they don't continue to heal their friends.

When the island is clear, activate the Warp Point along the north coast by paying the 5 Chim Sphere activation cost. Warp to the next island, where three monster groups guard two chests, the western one trapped. With this island finished take the Warp Point back to the first island, then cross the southern bridge to the next island in line. Be prepared for a fight as soon as you cross, one where you may not be able to sneak up on the foes for a surprise attack.



Other than these first enemies, this island holds only one group of guardians watching over a trapped chest, a tree holding Chim Chims, and another group of foes guarding the bridge to the south. Once all of these are taken care of continue across that last bridge and break open the four barrels scattered around the island before sneaking up behind the large monster to the south, hitting it with a surprise attack to start the boss fight.





AVOID LOCK UP

If you run into a group of just Goblin Mages, you can be locked up and unable to act as they cast spell after spell on your party. To prevent this, use Gale Blade to attack one of them just as the fight starts, and if they do start to pin you down with spells, use ◉ to spring to your feet in a block and take the first chance you get to interrupt them with an Art.

TRAINEE OWL

SKILLS	SIZE	LEVEL
DEMONIC ROAR, CRACK, RUE KRUZ, ZAN ROM	L	14
REWARD	**HP**	**SP**
SKY ROBE	552	159

ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE
24	23	8	18

FIRE	WATER	WIND	EARTH	LIGHT	DARK
2	5	4	2	2	2

Although this enemy looks big and strong, it's actually not a tough fight. Its first action is to increase its own abilities, but after that it is slow to attack, and doesn't deal a great amount of damage per strike.



Watch for the enemy to raise one wing in preparation to attack, block it, then continue to lay on the combo attacks. With the Owl's slow attack speed you should be able to open up an opportunity for a Rengeki Attack quite soon, despite needing around 40 hits to do so. If you've been leveling up in side quests or random areas as well as normal dungeons before this point, this may be all you need to bring it down.

Do be careful of the Owl's ability to cast spells, but so long as you interrupt it using the Skill Trigger when it tries to do so, you should have no major difficulty.



When the boss enemy falls clear the rest of the island if you haven't already, then take the platform at the northeast corner of the island to return to town.

[MOVING ON UP

With all the lower-level areas off your list of "new" areas, now it's time to tackle the two level 13 zones left. Scroll far down through your bookmarks to reach another of the earlier entries to your list, a zone meant to be challenging for level 10 characters. It should be easy for your group by this point, but more experience and items never hurt!

RECOMMENDED PARTY: HASEO, SILABUS, ATOLI

AREA VITALS
KEYWORD: △: UPFRONT BLAZING CAMELLIA
AREA LEVEL: 13
ITEM LEVEL: 13
ELEMENT: WATER
AREA TYPE: DUNGEON
WEATHER: INDOORS
MONSTERS
ANGELIC GORE, CHICKIE, GOBLIN MAGE, RUE BEZEL
RATINGS
SURPRISE ATTACKS/ENEMY PARTIES: 15
TREASURE BOXES OPENED: 8
DESTROYED OBJECTS: 19

DUNGEON, B1



The monsters in the first room you reach in this underground dungeon can be Angelic Gores or Goblin Mages that you've already fought, so fight the mages first if they appear. Be careful of being frozen in place by their spells, and clear the area before taking the northern exit out of the room. Next in line is a trap room, so make your way carefully along the southern and western walls to reach the exit leading west.



Two more rooms lie along the path, the first has a monster fight, three mushrooms to break open, and two chests, the southwestern one trapped. The only exit from here leads north, so run through into a dead-end room with another fight and a third chest, along with a pair of the Chim-bearing mushrooms, before returning all the way back through the trap room to the original intersection.

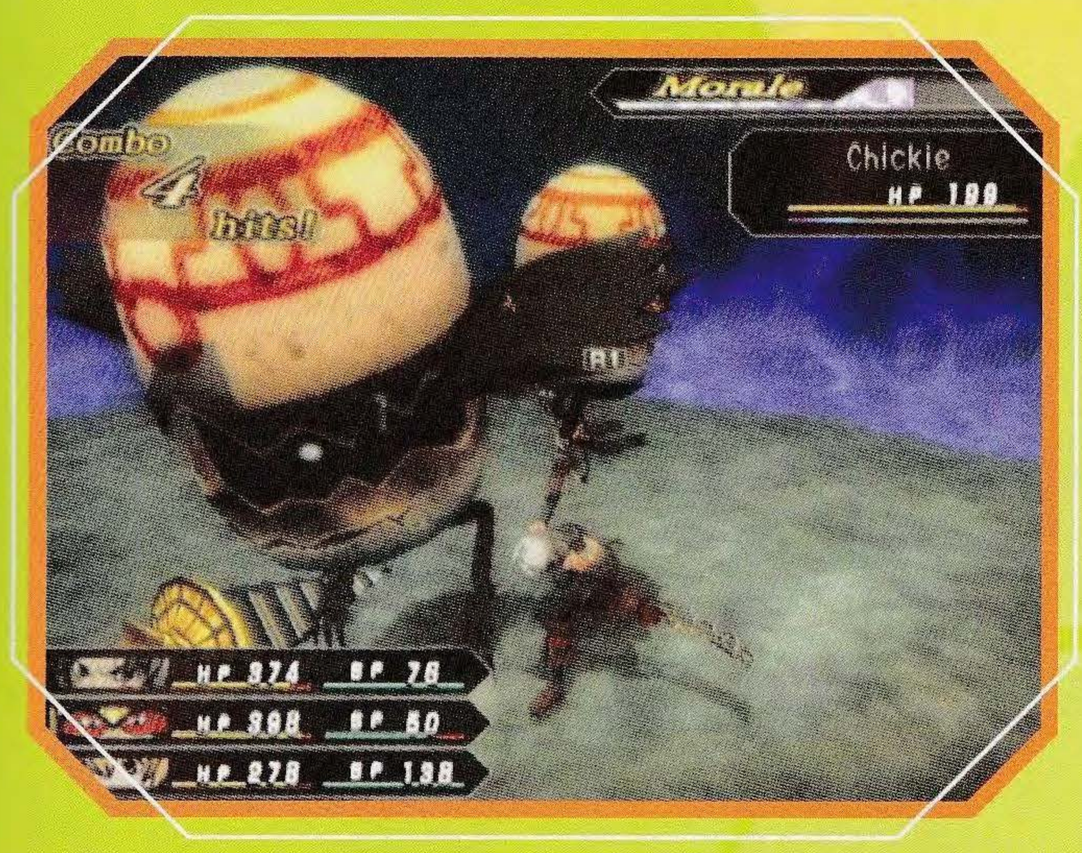


From here, turn west to reach a room where the doors slam shut, trapping you inside. Once you take care of this next group of monsters, open the door by putting 15 Chim Spheres into the Fuel Tank to the southwest corner. Once you open the doors you are free to continue to the west in order to reach the stairs down to the next level.

DUNGEON, B2

As expected, your first fight of the floor waits for you in the first room, along with a number of mushrooms to break open. This time the enemies may include the Chickie monsters, which you may have seen in a side quest area or may be encountering for the first time. These avian creatures have a blue flight bar beneath their HP and (until you whittle that down with attacks) they take almost no HP damage from any attack. Use quick attacks to break down the blue bar, and they fall to the ground, at which point you must chase them down to continue taking away their HP. Focus on killing one at a time as quickly as you can, since they have the ability to bring more to the fight.







With the first room under your belt continue east past the platform and into the second room, with a second group of foes. Destroy them, kick open the mushroom to the southwest, and continue east to open a locked Chim Door using some of your stored energy. Fight another group of monsters before ducking back west into the previous room, and this time taking the northern route.



At the end of the passage there is another a room with a set of monsters inside. Once they are gone, again turn east to unlock a Chim Door revealing a similar room to the previous dead-end, with only the Chim Chims found in a different spot. Go back to the previous room and down the western hallway. There is another fight here with a chest and three mushrooms to break. When you continue to the west, you reach a platform and the stairs to the bottom floor of the dungeon.

ARENA PARTY

If you care to use a party other than the Haseo/Silabus/Atoli lineup suggested for Arena battles, either Gaspard or Piros the 3rd work well against the Chickies. Gaspard's spells and Piros' Air Raid Art both strike the enemy many times in a short span of time, perfect for getting rid of the blue flight bar. If you raise your Morale enough to fill the Morale Gauge, a Demon Awakening is also effective against these foes.

DUNGEON, B3

On the last level you reach a room with more enemies, these are the same as previous levels with the possible addition of the Rue Bezel, a slightly tougher water-based sword. There are also two chests along the eastern wall to collect, along with the usual mushrooms to kick apart. Next, you reach another trap room, so cross carefully over the rows of spikes and run through the center of the room to reach the northern exit. Take this hall to another room with another group of foes, along with a giant Chim Chim mushroom to add to the scenery.

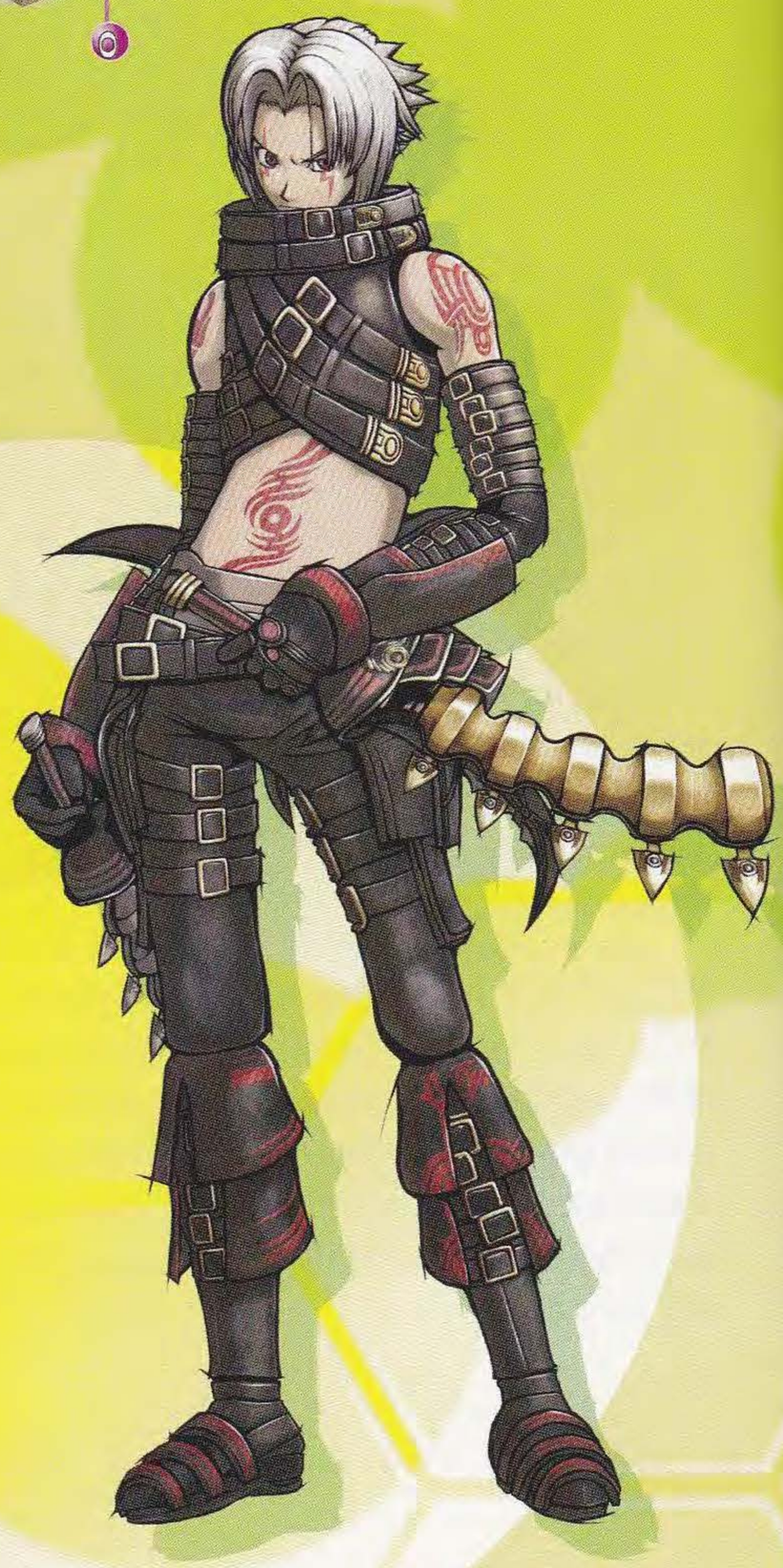




From here, open the Chim Door to the north to reach a dead-end room. Combat the foes, then collect the many items from mushrooms and one trapped chest, along with the Chim Spheres from another giant mushroom. Head back to the last room and turn east, and you find this dungeon's Lucky Animal. Kick it to collect its items, then continue past the platform to open a Chim Door leading into another dead end with a single group of foes, but this time no items.



Now it's time to finally return to the trap room and take the eastern exit you bypassed before. Fight one final group of enemies in the room at the end of the hall, then continue through the opposite exit. Now just one Chim Door stands between you and the Beast Temple, along with the platform leading you back to town.



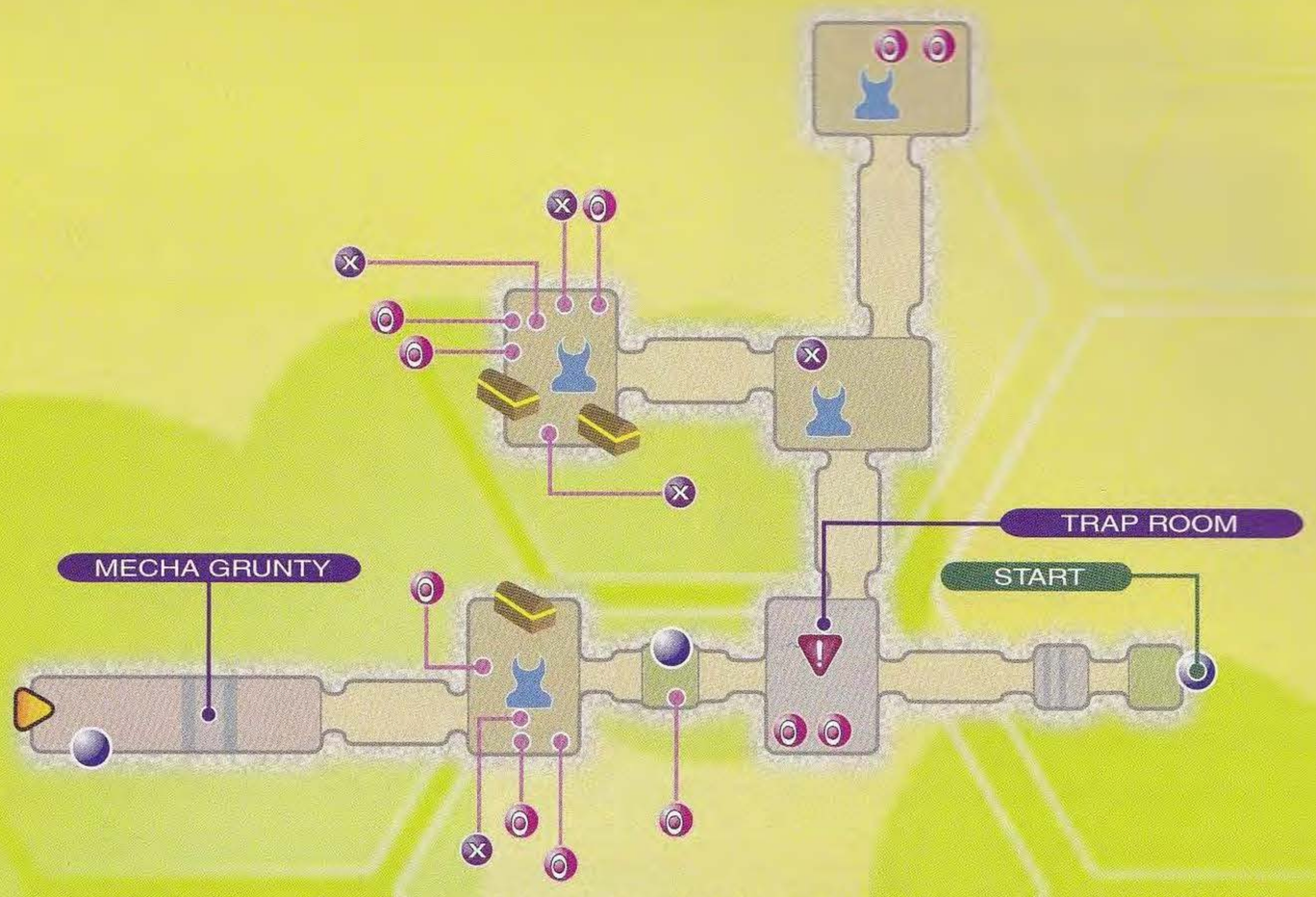
[DOWN TO EARTH

Among the few bookmarked areas still marked as "new" is the area Δ: Overjoyed Ruined Scud. This was listed on the Forum as a place to obtain the "Earth Wheel" broadsword, and it's another good place to get some added experience and items while trying to tackle the arena.

RECOMMENDED PARTY: HASEO, SILABUS, ATOLI

AREA VITALS
KEYWORD: Δ: OVERJOYED RUINED SCUD
AREA LEVEL: 13
ITEM LEVEL: 14
ELEMENT: EARTH
AREA TYPE: DUNGEON
WEATHER: TWILIGHT
MONSTERS
ANGELIC GORE, CHICKIE, GAN BEZEL
RATINGS
SURPRISE ATTACKS/ENEMY PARTIES: 10
TREASURE BOXES OPENED: 6
DESTROYED OBJECTS: 12

DUNGEON, B1



Once you warp into this mansion, run west from the platform to encounter your first trap room of the dungeon. Edge around the room to reach the northern exit, watching out for the steam pipe that blows directly into the doorway at intervals. In the next room you reach your first fight of the area, against the Gan Bezel sword-like monsters. With your group they should be a small challenge, so clear the room quickly before continuing north.



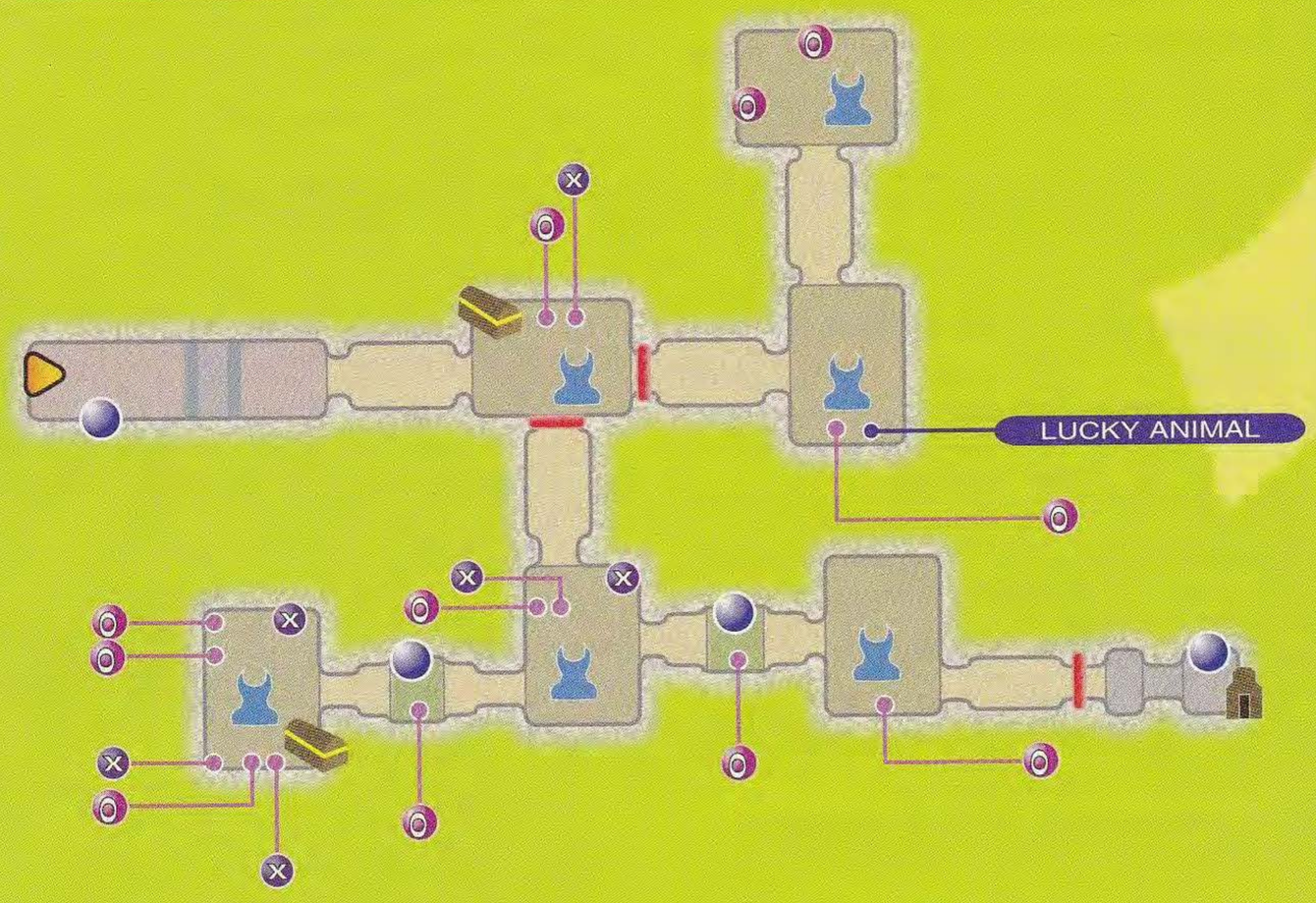
At the end of this passage there is a dead-end room with a second fight. Finish it, then go back to the other room and go west. Here you find another dead-end room, along with a fight, multiple jars to break, and two chests. The chest in the southeast corner is trapped, so concentrate as you open it.

Return once more to the previous intersection and go back south to the trap room, and edge around to the western exit that you haven't explored yet. Go past the well and platform into a room with one group of foes, along with a basket of Chim Chims, a chest, and a jar. Continue on your way and you find a Mecha Grunty in the open air, just before the zone line leading to the next block.



DUNGEON, B2

Some distance down the first passage you reach a room with the first intersection of the level, along with a chest, jar, and group of foes. Now you may start to see Chickies make their reappearance, so be ready to whittle them down. Once everything has been cleared open the Chim Door to the east, and step through to follow the hall to another room, devoid of anything but a group of monsters and the Chim Chims along the wall. You have only a northern exit to take from this room so do so, and you soon reach a dead end room with another group of enemies, and more Chim Chims.





Head back along the path to reach the intersection room, and you reach a room much like the previous rooms. Break open the jars and defeat the one group of foes, then veer west down the passage for another dead end and one more fight. Along with three jars this room holds another basket and a trapped chest, so carefully collect all the items and kick a few Chims before returning to the previous room.



This time, take the eastern exit to find the area's Lucky Animal. Chase it down for some items, then continue into the next room for one final monster battle. Now you only need to continue to the east and open the Chim Door at the end of the passage to reach the Beast Temple, and your reward of an Earth Wheel.



[THE FINISHING TOUCHES

The last and highest-level area left on your bookmark list was given to Atoli by Sakaki, specifically for this purpose. Don't let everyone down—accept the help, and gather your party to delve into this final area to polish off your characters and prepare them to go far in the Arena.

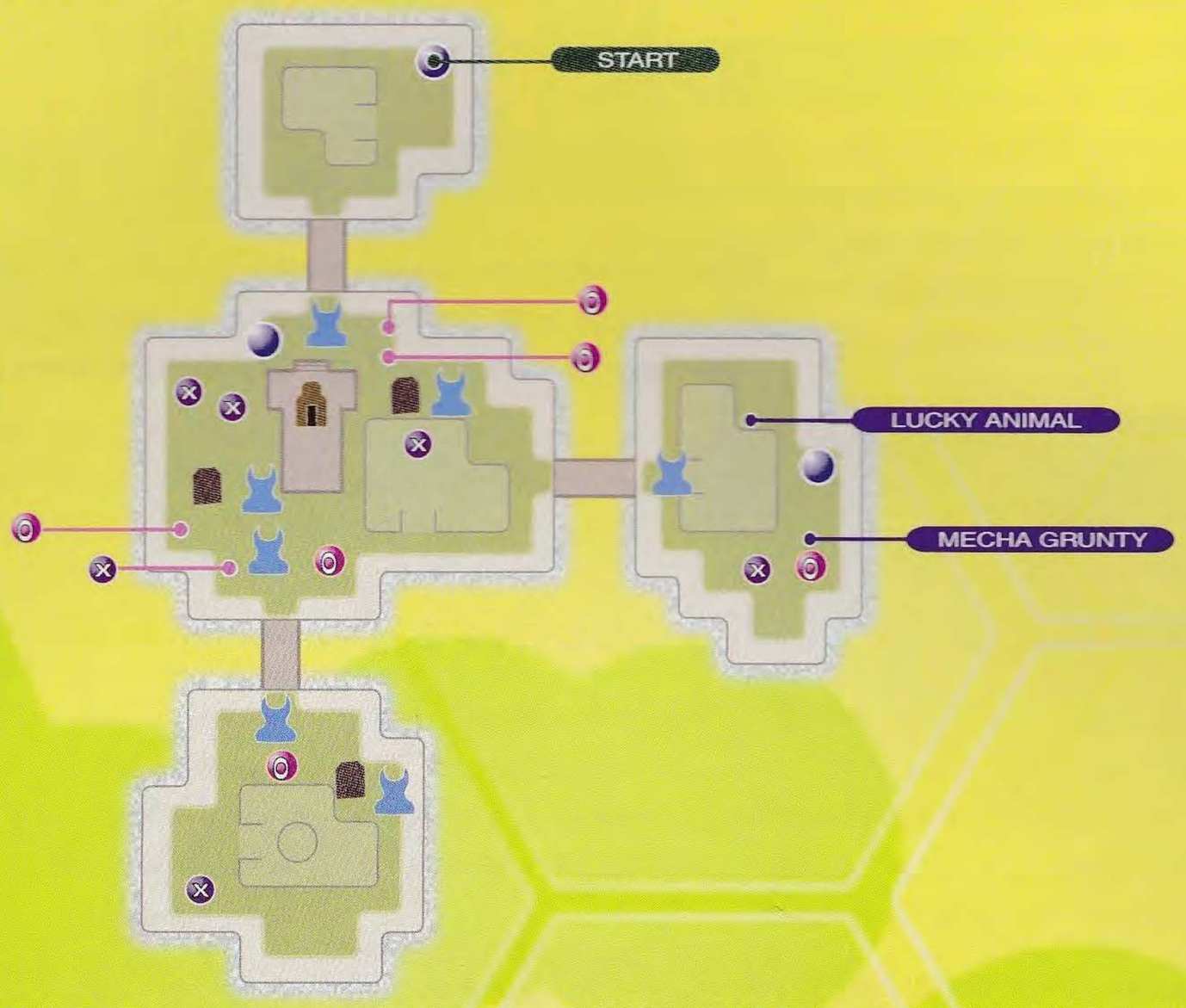
Although you start out on a moderately-sized island, nothing else is here with you except your starting platform. You must cross the bridge to the south for your first fight, against either the Rue Bezels from before, or the new Buster Kettles.

The latter are much more powerful versions of the earlier Wild Kettles, complete with spells to increase their attacking power. Their heavier strikes and dash attacks that have to be interrupted with a Skill Trigger or blocked. On the bright side, they have a low threshold for attacks before you can use a Rengeki Attack, which lets you build up experience at an even faster rate, along with your Morale Gauge for tight corners. Remember to work with another fighter on one foe at a time, keeping an eye out for your casters to protect them from being ganged up on. If Atoli is along she should be able to keep up with any of the damage you're taking, as long as she has the chance to cast.



RECOMMENDED PARTY: HASEO, SILABUS, ATOLI

AREA VITALS
KEYWORD: Δ HALBERD BLACK BODHI TREE
AREA LEVEL: 16
ITEM LEVEL: 17
ELEMENT: WATER
AREA TYPE: FIELD
WEATHER: NIGHT
MONSTERS
BUSTER KETTLE, RUE BEZEL
RATINGS
SURPRISE ATTACKS/ENEMY PARTIES: 7
TREASURE BOXES OPENED: 4
DESTROYED OBJECTS: 6





With the first foes out of the way veer west and circle around the outskirts of the island, destroying objects and fighting monsters as you go. One set of enemies to the southwest guards a chest with a Symbol Fragment, while monsters to the northeast watch over the second, a third set of foes camping out near the bridge to the south. On your way past the plateau to the southeast, climb it to break open an additional barrel. When the island is clear, cross over to the eastern island.

Another set of monsters lurks just at the end of this bridge so clear them out, and you then have free rein on this eastern island, with no other monsters here to fight. Visit the barrel and Chim Chim tree to the southeast, rescue the Mecha Grunty just to their north, then chase down this field's Lucky Animal to the northwest of the platform. Cross back over to the previous island, and finally take the bridge to the southern and last island.



Another set of foes waits just over this bridge, fight them, collect more Chim Spheres from the nearby tree if you like, then clear out the monsters to the southeast guarding the third Symbol Fragment. Visit the barrel at the southwest corner of the island to break it before returning across the bridge to the central island, where you now have an unlocked Beast Temple waiting for you. Collect the item, then climb back out to the platform and return to town.



By this point, your levels and equipment should be ready to really do well in the Arena. If not, continue to polish your skills in side quests and random fields, but otherwise return to Lumina Cloth and finish clawing your way to the top.

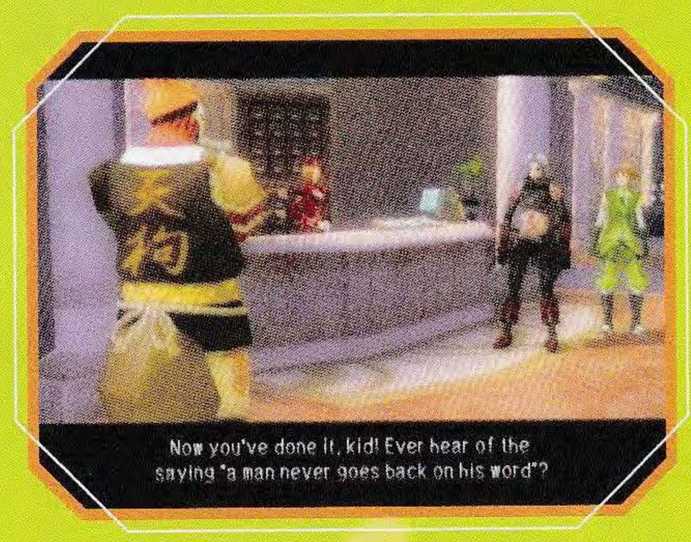
REACH FOR THE STARS

By the time Haseo has fought a number of times in the Arena, chances are that fights are starting to get a bit tough again. Luckily at this point the game gives you a side mission that helps level up your characters a bit more for this last critical stretch of Arena fighting.

[REWIND STICKING HIS NOSE IN

At one point, when you visit the Arena receptionist after a few battles, Haseo is interrupted by a character he doesn't know dressed in orange and black, wearing a long-nosed mask. This fellow– Antares– thinks that while Haseo has spirit, he's not going to be able to make it to the top unless he improves, not only in level but in teamwork. When Haseo disagrees, the new character throws down the gauntlet and gives Haseo the keyword to an area that he should explore.

You can't let such a challenge just wash over you (and you could use the extra experience and items), so it's time to take a break from the Arena and head back to Δ Server instead, to tackle this area. Since you're still powering through the Arena ranks, your party should be made up of the characters you're using there.



AREA VITALS
KEYWORD: Δ: LAZY ADVICE'S EXILE
AREA LEVEL: 22
ITEM LEVEL: 24
ELEMENT: WATER, WIND
AREA TYPE: DUNGEON
WEATHER: INDOORS
MONSTERS
GOBLIN GUARD, SPEAR FISH
RATINGS
SURPRISE ATTACKS/ENEMY PARTIES: 13
TREASURE BOXES OPENED: 5
DESTROYED OBJECTS: 18

RECOMMENDED PARTY: HASEO, SILABUS, ATOLI

DUNGEON, B1



As soon as you enter the dungeon you receive your first Short Mail from Antares. He sends you these messages from time to time throughout the entire area, giving you hints on where to go next.



Once you run forward into the first room you start to see why you are in need of some guidance. For the most part, the various rooms of this dungeon aren't connected. Instead there are Warp Points located throughout the area–pink ones that you can use to warp away from the current location, and white ones that receive you when you warp, but that you can't use to go back the other way. Glance at the map to see the layout of exit and arrival warps–those with an arrow are the pink Warp Points that let you teleport, while those without a mark are the receivers. Each pair is labeled with the same letter, so activating the pink Warp Point labeled C (with an arrow) on the map would move you to the spot where there is just a plain C marked without the arrow. Most Warp Points just bridge the gaps between rooms, but some move you a distance away, so look before you leap.



Before you really start fussing with Warp Points, you've got a group of monsters in the first room to worry about. This area's level is so much higher than you're used to, the foes can be quite a challenge, and they are new enemies to boot. The Goblin Guards are similar to the much lower-level Goblin Rookies you fought at the start of the game–to a point. While they use similar attacks, and also have the ability to whistle up additional allies, they're obviously a lot stronger. They also have the tendency to block a large amount of the time. This may break your rhythm and stop a combo chain before you can have the chance to pull off a Rengeki Attack. If you're quick enough to catch the block, you should charge up a critical strike to power through the goblin's defense and keep the chain alive. Luckily the Rengeki Attack threshold on these enemies is low, giving you an even better chance to pull off the special attack.



The Spear Fish monsters are more straightforward because they don't tend to block or use any unique special maneuvers. They do float slightly above the floor, but this doesn't have much effect on the fight, as they hover within easy range of your weapons. Their main danger lies in their speed, and the fact that due to their long coiling lengths and tendency to group together it may be difficult to gauge their positions and actions very well. They also have a dash attack much like previous enemies you've fought, which can only be blocked, or interrupted with a Skill Trigger, or else the target will end up flying back onto the ground. Due to their level, these enemies can hit hard and they have a lot of HP, but this latter is even better for the Rengeki Attacks that increase your earned experience–especially as the Spear Fish have a low threshold, much like the Goblin Guards.





After your first fight you have a decision to make–the easy way, or the hard way? In other words, you could go straight for the end of the dungeon in the most direct path, or you can explore each side room for the extra fights and treasure. Since you're still in training for the highest ranks of the Arena the second choice is the best, but if your team starts to grow weak you might want to just power through to the end. Of course, in that case, you may well need more training before finishing in the Arena…

THE SHORT ROAD

If you do wish to take the short route for whatever reason (such as on a return visit for a few extra bits of experience), from the first room go straight ahead to take Warp Point A, then continue to the next point in line, C. Turn right from here to take Warp Point H to the north, again continue straight to point I, then turn east again for point J. Continue the pattern by going straight to K, and turn right (south) again for M. Another right turn to the east takes you to Warp Point O, and finally take the Warp Point in the center of the next room, S, to reach the Beast Temple.



Assuming you're ready to explore each nook and cranny of the dungeon, first turn left and run down one of the few actual connecting tunnels of the area to reach a room with a group of monsters and a chest. Through the next tunnel to the east lies another group of foes and two mushrooms to break open. Once these are clear, return down the east and north tunnels to the first room, then take the pink Warp Point, point A, to the next room in line.



The next room is clear, so go straight forward to Warp Point C and activate it. Now you reach a room with another group of enemies, along with a Warp Point in the center of the room. This point would take you back to the first room, so avoid it and just destroy the enemies. Now, although Antares said in a short mail to try going north, to maximize your gain from the dungeon you should head west instead to Warp Point E.

Ignore Antares' message that you're going the wrong way, and claim the items from the two mushrooms to the south of the room, the normal chest to the northwest, and the trapped chest to the northeast. To the south lies another rare connecting tunnel–take it and you reach a room with four mushrooms, one in each corner, and the first places to obtain Chim Spheres that you've found in the dungeon so far. When you're done, take Warp Point F in the eastern part of the room. You reach another room with breakable objects in three corners, and monsters in the northwest corner, along with more Chim Chims. Once you fight the foes and claim your prizes, go to the north of the room to take Warp Point G, which takes you around the loop to where you started on this short side path in the first place.



This time heed Antares' advice and go north, taking Warp Point H to another room with a group of enemies. Once they are gone the only exit is north, through Warp Point I. Through here you reach another group of monsters in a corner room, with a white warp receiver in the center. Fight the monsters, then take Warp Point J to the east. You reach a room with not only a group of foes but four mushrooms as well–clear them out, then continue east to take Warp Point K into a room with not only a set of enemies, but with a pink Warp Point in the center of the room as well. This Warp Point takes you back to the white receiver two rooms back, so avoid it. Instead, it's time for another short side trip after defeating the monsters.



There is one more actual connecting tunnel in this room, it lies to the east. Run through it to reach a dead-end room with another group of foes, along with three breakable mushrooms, a chest, and the last chances to collect Chim Spheres in the dungeon. When you're done cleaning out the side chamber return to the previous room, and this time go south to Warp Point M. This leads to another monster set, after which go west through Warp Point O to another group of foes–the southern Warp Point, N, takes you back to the beginning of the dungeon, so be careful not to take it by mistake! Now the Warp Point in the center of the room, S, is the one you take to reach the hidden end of the dungeon.





From the receiving Warp Point run forward, and you're stopped by a brief cut-scene wrapping up the challenge. When it ends continue forward to claim your prize from the Beast Statue, then turn to the platform in the Temple to return to town.



[PLAYER CONFLICT

Once this side trip is done, you have the opportunity (and hopefully the added strength) to finish powering through the Arena. Go back to Lumina Cloth, and continue to use Chapter 7, "Battle Royale" as a guide to get you through the upper ranks of the Arena and finally to the top 16 listings on the charts.



When you finally reach the top 16 levels, Haseo comments on this fact as you leave the Arena, and you receive new mail at this point. Return to the Desktop to check your email and you learn that you're now eligible to enter the Demon Palace tournament that's just about to start. It looks like your hard work paid off just in time!

Log back in to The World and return to the Arena front desk to register for the tournament. Silabus and Atoli are registered automatically as your team members, at which point you are interrupted by another familiar player. After a taunt that makes Haseo a bit uneasy, you receive new mail, which you should log out again to read.

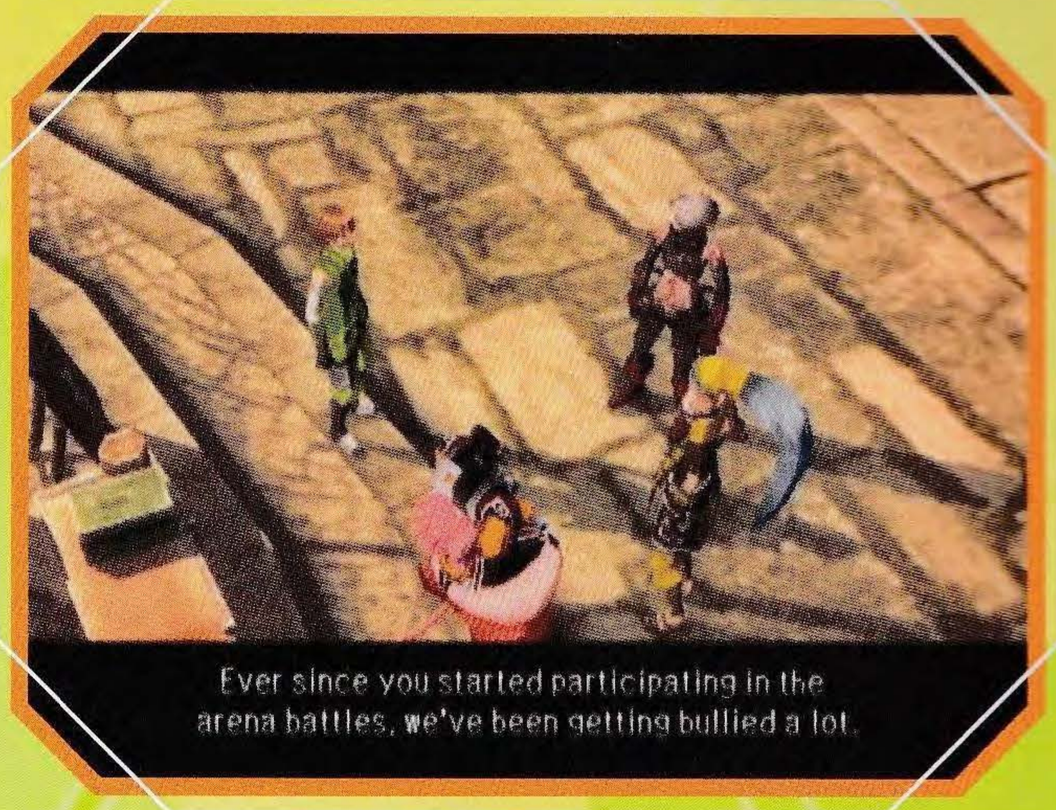


This time the email is from Silabus, who wants Haseo to come to the shop in Mac Anu right away. You can't let him down, so log back in and take the Chaos Gate over to Δ Server, where you run into Kuhn. He's also worried about Silabus and Gaspard, so the two characters end up together when you reach the root of the problem.



It appears that there have been more problems with Bordeaux and the other PK'ers, now that they can't target Haseo directly. Through various means, they're making life miserable for Haseo's friends, instead of dealing with the Adept Rogue himself. To put an end to the trouble it looks like you're going to have to go straight to the top, and speak with the Kestrel guild leader, Gabi, at Kestrel's headquarters.

Unlike Canard, Kestrel is a huge, sprawling guild. It's so large that it's actually earned its own special area created by CC Corp. Level-headed Kuhn is coming along for the ride, as previous Canard guild-leader, so invite him to your party and go through the Chaos Gate to Δ: Sneering Falling Empire

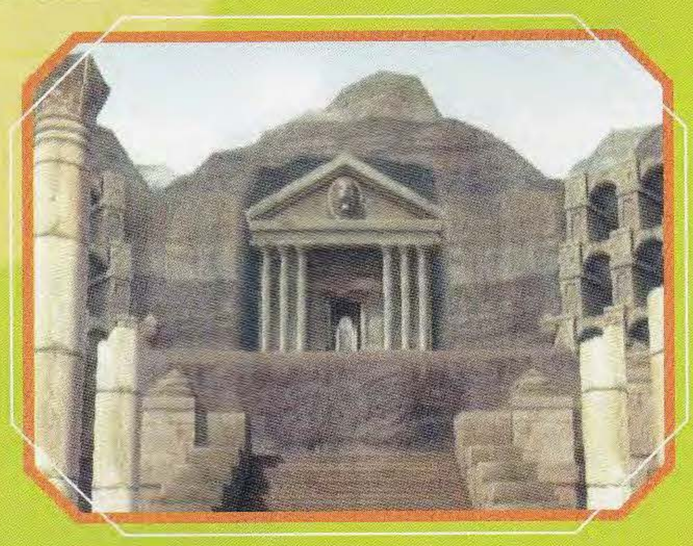


WEAPONS FOR KUHN

Since you haven't been able to party with Kuhn for a while, take this opportunity to grab any weapons for him out of storage. This is your chance to trade with him if you want any of the items he holds, or to give him gifts to help his affection rating and increase your rank in the Book of 1000.

RECOMMENDED PARTY: HASEO, KUHN

AREA VITALS
KEYWORD: Δ: SNEERING FAILING EMPIRE
AREA TYPE: SPECIAL



On the other side of the gate, the Kestrel headquarters is quite impressive, and a far step beyond the small @Home setup used by Canard. There are a few guild members standing at the top of the steps in either direction—speak with them briefly to trade (and possibly to hand out Bikman's flyers), then step toward the center of the area's top level to trigger the next cut-scene.

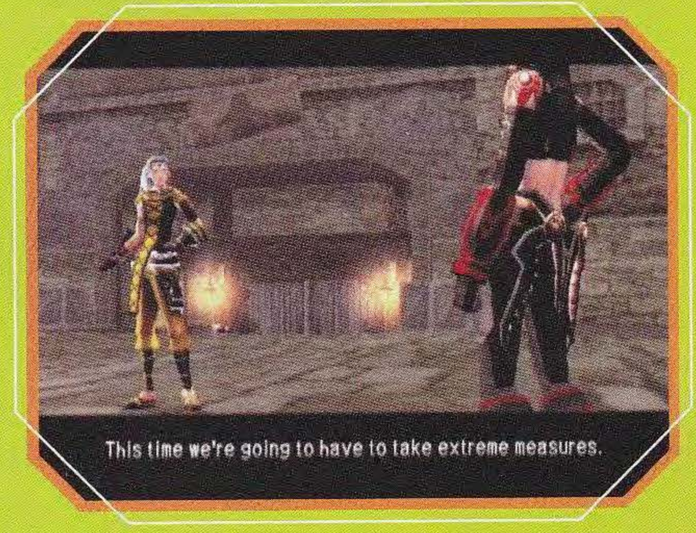
Through a lot of dialogue with Bordeaux and her friends, not to mention the leader Gabi, you learn a few interesting bits of Kuhn's past, but come to a bit of an impasse for now regarding the trouble Kestrel's been causing. Since it turns out that the PKers are also in the tournament and slated to go against Haseo first, it is decided to use that as a means to hash things out. If you can defeat them, they'll finally leave Canard alone—and you can only hope that with their guild master involved, they'll actually keep their word.



[PROBLEM SOLVED?

Back at Canard's @Home, it doesn't look like the news is being taken well. Since Gaspard's whole goal behind playing is to have fun and enjoy The World, the recent happenings have really got him depressed. Since Silabus is his closest friend, he's the one staying behind to try to cheer him up—which means that between watching Gaspard and his own slight depression, he may also miss the actual tournament.

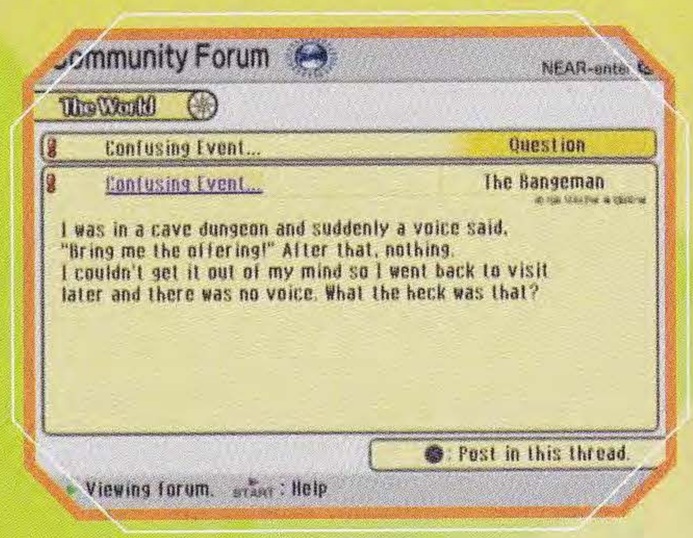




With Haseo already in a sticky situation, Kuhn pulls him aside for another short chat. It turns out that the G.U. team is also entering the tournament, to try to take down Endrance a peg, due to his connections with both Avatars and AIDA. Because of this, Kuhn wants Haseo to pull out of the tournament. When Haseo refuses, the Steam Gunner leaves in a bit of a huff. It looks like just when Haseo needs his friends the most, half of his connections are falling to pieces around him.

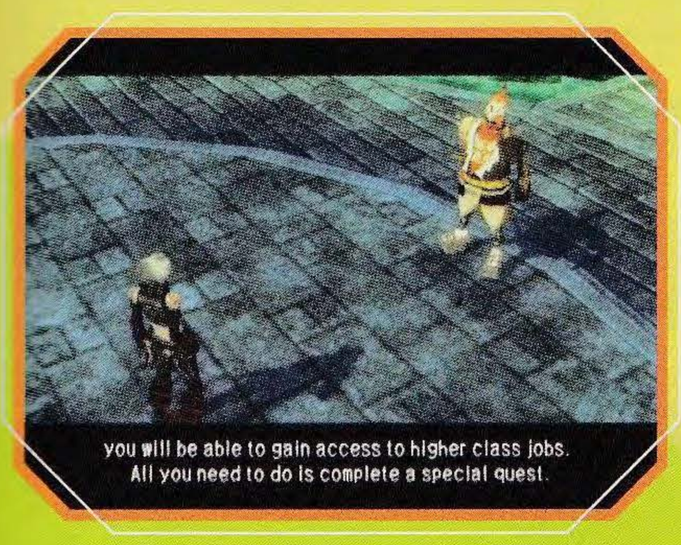
When the cut-scene ends, take this opportunity to log out and check your Dekstop. Along with any chatting messages from your friends and notes from Silabus and Atoli referring to recent events, you receive an email from Antares about tournament secrets, asking to meet with you at Mac Anu's Chaos Gate.

Before you head back in to the game, check the community forums and read the "Confusing Event" topic in The World Forum. Someone went into a dungeon and was told to "bring me the offering," but nothing further. Since you have the chance to reply to this message, ask for more detail. This allows you to get more information next time you check the forums, including the area keyword. Along with The World, check the Apkallu Forum as well, to pick up four new desktop images.





On your way back into The World, stop to read the official Forum. There is a notification about the Job Extension quest, which is an event happening for only a limited time. This sounds interesting, so keep it in mind as you continue on into the game.



As promised, Antares is waiting for Haseo as he steps out of Mac Anu's Chaos Gate. It turns out that the reason for his summons was the very item that you spotted on the official site—the Job Extension quest, a necessary part of making any Adept Rogue stronger. Haseo is advised to check around for more information, then pick up the mission itself at the Quest Shop.

Take Antares' advice and log out at this point to check your Desktop. The official email from CC Corporation has arrived notifying Haseo of the requirements for this quest, including the fact that you must be level 20, and attempt the mission alone. After leveling up in all the previous areas and coming out on top of the Arena you should be over level 20 now, so move on to the community forums to check what other characters have to say in "The World" Forum. By this point you should also have a reply to the "Confusing Event" post giving you a new keyword as well. Read all of the messages, collect the keyword, and return to the game.



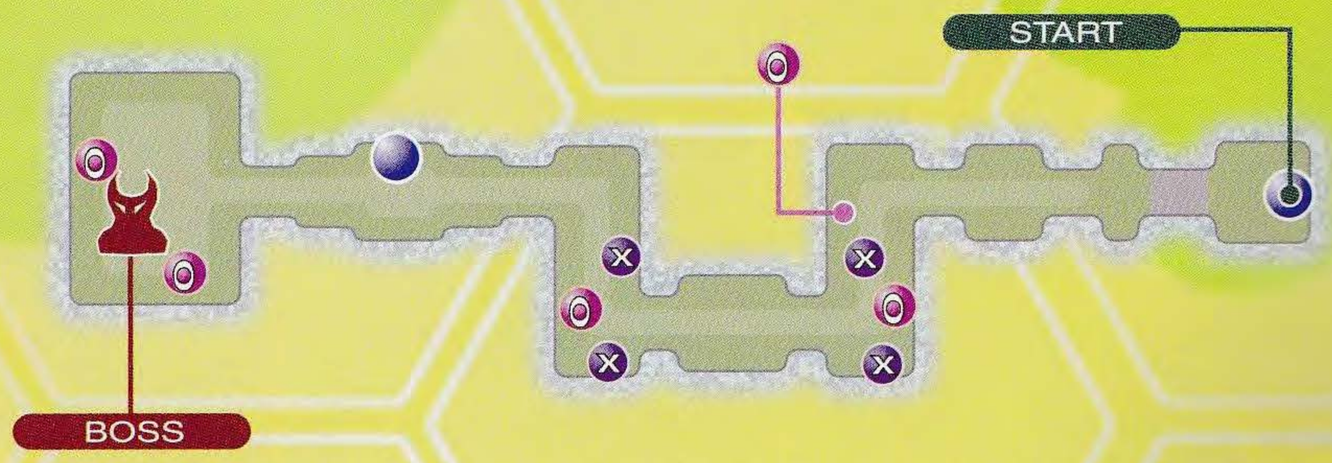
[SECOND OFFERING

The Job Extension quest is a solo endeavor and promises to be difficult. Since Piros the 3rd and Atoli are both online and available, invite them to your party first to go investigate the area you just read about on the forums. While you won't gain much here, every little bit of extra strength counts.

Prepare for this dungeon by bringing plenty of Antidotes and use Customization to protect your party from poison as much as you can. It's not really necessary to go out and buy expensive new items, but you should prepare.

RECOMMENDED PARTY: HASEO, PIROS THE 3RD, ATOLI

AREA VITALS
KEYWORD: Δ: HEARTLESS STARTING PILGRIM
AREA LEVEL: 21
ITEM LEVEL: 21
ELEMENT: WATER
AREA TYPE: DUNGEON
WEATHER: INDOORS
MONSTERS
NONE
RATINGS
SURPRISE ATTACKS/ENEMY PARTIES: –
TREASURE BOXES OPENED: –
DESTROYED OBJECTS: 4



If the mention of an offering in the original forum post didn't ring any bells, the short and simple layout of this dungeon should. There are no monsters to be found here, so run forward until you find a section of room with two mushrooms and some Chim Chim carts along the wall. Kick open the breakable objects and then collect a number of Chim Spheres. There isn't much to be rated on this time around, so you need all the rating points you can get.

When you tire of kicking around the bomb-like NPCs, continue west to the next section of room with more Chim Chims and two more mushrooms, then take another west turn into a passage. Run past the platform and into a dead-end room, and the expected cut-scene begins.

This time your tormentor is named Ankh, but his desires and methods are the same as his predecessor. He wants to sacrifice Haseo, and intends to use summoned monsters as tools to do it.





POISONED DEAD (X3)

SKILLS
BODY SLAM, DARKNESS REASON
REWARD
–

SIZE	LEVEL
S	21
HP	**SP**
561	143

ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE
42	23	18	24

FIRE	WATER	WIND	EARTH	LIGHT	DARK
10	12	10	14	9	22

As the name of the enemies suggests, these foes can poison your characters with their attacks, so have antidotes handy if anyone starts to get worn down. Atoli can cure poison, but it's better to keep her ready to cast any other spells needed, rather than taking up all her time and SP with just this one task.



Aside from being able to poison you with every hit, these enemies are pretty strong, hitting a couple times with their strange flipping attacks. Along with these normal attacks, left alone for a moment they charge up an even stronger dash attack that you must be quick to block or interrupt with a Skill Trigger, unless you want to take close to 200 HP damage.



As if this weren't dangerous enough, the Poisoned Dead can also perform an attack that drains away around 100 of your HP, healing damage they've already taken. Block what you can of all three attack types, but the enemies move so quickly with little warning that it's tricky at best.

Work on one enemy at a time alongside Piros. This is the single fight of the dungeon, so don't spare your SP. Use frequent Arts, and especially try for a Rengeki Attack, using Sparrow Counter if you have that available at this point.



With Atoli on hand to keep you healed up and healthy, you should be able to take down your first enemy without too much danger, and after that it gets easier for you to work on the next enemy, then the last. Just make sure to keep up a steady stream of damage, as you're working against their HP-healing drain attack. Soon enough the final foe should drop at your feet, leaving you in the clear. You don't receive an actual mission reward this time, but you may pick up a few normal items dropped by the enemies themselves.



Once Ankh warps out, you're more or less done. There is one remaining spot to collect Chim Spheres in this room, if you want a few more before warping out. Otherwise step back out of the room to the previous passage, and take the Warp Point back to town.



DEJA VU

With that particular side trip out of the way, it's time to tackle that Job Extension. Go to the Central District and visit the Quest Shop, and accept the quest "Pursuer of the Twilight." Your mission is to retrieve the special item from the Beast Temple at the end of the Dungeon and bring it back to Ogma. This sounds straightforward enough, so there must be a catch.

Prepare yourself by equipping status-effect inducing items to your weapons and armor. You're going alone into a dungeon around your own level, so you need every edge to weaken the foes that you can get. A Red Sun Stone for your accessory is good if you're not using one already, as it lowers your normal combat Art SP, although it does increase SP consumption for other spells. Bring along plenty of recovery items as well, both for HP and SP.



RECOMMENDED PARTY: HASEO

AREA VITALS
KEYWORD: △: PULSATING UNLIMITED METAL DOLL
AREA LEVEL: 22
ITEM LEVEL: 24
ELEMENT: WATER, WIND
AREA TYPE: DUNGEON
WEATHER: INDOORS
MONSTERS
GOBLIN GUARD, SPEAR FISH
RATINGS
SURPRISE ATTACKS/ENEMY PARTIES: 13
TREASURE BOXES OPENED: 5
DESTROYED OBJECTS: 8



Upon entering the dungeon itself, Haseo is in for a bit of a surpise. The layout for this dungeon is the very same as the one he was sent to by Antares, partway through his Arena fights. Even the monsters are the same, although this time around they're tougher, due to the fact that you're playing solo. Still, you've got a huge edge thanks to the fact that you've done this before, and you're slightly stronger now than you were then.



To refresh your memory, the quick path through the dungeon (a little more forgivable this time) is A > C > H > I > J > K > M > O > S. If you want to take the riskier but more rewarding route, go south from the first room, then west, then back to the first room. Take A > E, then collect all of the items from this room, then to the south, and east. Take G back to the room at the start of the four-room loop, then go H > I > J > K, clear out the eastern room, then return to continue M > O > S. If you start to get disoriented, Haseo recalls the previous short mails from Antares when he enters key rooms.





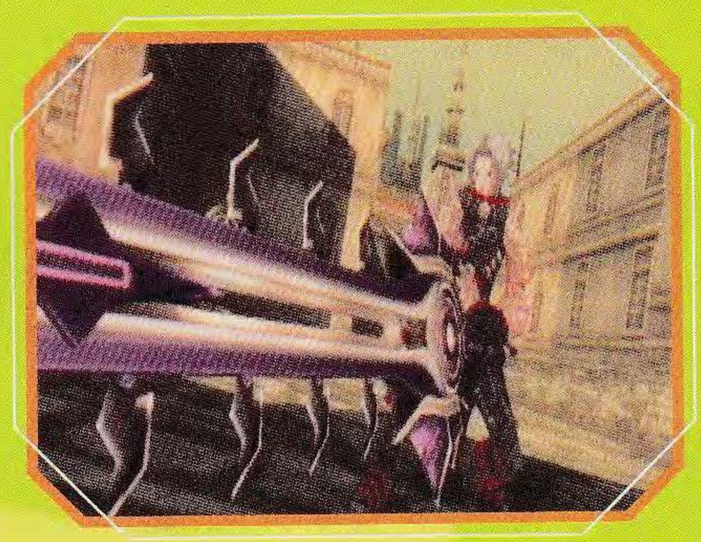
Even if you're trying to slip through as quickly as possible, chances are you won't be able to skip every battle. Be prepared to take on the enemies without any backup from your friends. Stay on the outside of the groups of monsters, attacking without being surrounded as much as possible. The goblins tend to guard a lot, wasting time that they could be attacking you, but they also summon up friends from time to time making things more tricky. The status effects added by your customized equipment should help to even the playing field a bit.

Since you're alone, watch your HP carefully and heal yourself through spells and items whenever you start to wear down—don't let it go until the last minute. Without your friends you can't store Morale or use Awakenings, so right now Rengeki Attacks are less important than blocking and being careful. Don't be stingy with your Arts, using Sprite Drops to heal SP as needed. Sparrow Counter is especially good, as it can affect more than one enemy at a time if they're somewhat close together, and does a good bit of damage. Even 3-on-1 you should be able to handle yourself well, as long as you're not too stingy with items and fight wisely.



Once you reach the separate area with the Beast Temple, run forward and kick open the chest. You collect not only a usual reward from this Beast Statue, but also the Twilight Symbol needed for your quest. Take the platform in the room back to Mac Anu, and you automatically turn the item in at the Quest Shop.

With the requested item in hand, your client upholds his end of the bargain. Haseo is now given an entirely new look, along with the ability to use broad swords. These weapons hit slower but harder than the twin swords used in Haseo's first form, although he can still use them when he chooses. Haseo also receives the Broad Legged weapon to wield and use, automatically equipping it as part of the cut-scene. When the cut-scene ends and your mission is marked as cleared, you also receive an experience bonus, gaining enough for another level.



When you're done admiring your new look, log out to the Desktop to read the new mail you've received. It's from CC Corp, announcing your first round match for the tournament. It looks like it's ready to finally begin.

[ROUND ONE, FIGHT!

Return to The World and before heading to Lumina Cloth, stop by the @Home to pick up any more powerful broadswords you have been storing up until now that you can equip. Pull out any customization items that can help in the Arena such as extra defense for armor, or any "medic" accessories for Atoli. Once you're good and ready, return to the Chaos Gate and step through into Ω Server.

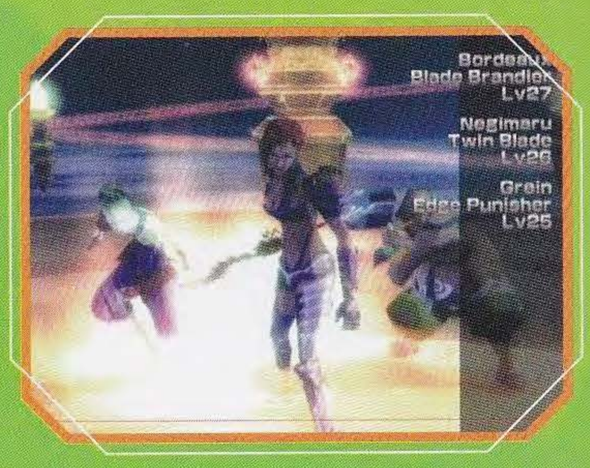
Add Atoli to your party, visit the reception counter, and select the "Tournament" option. Make sure you're completely ready, as once you enter this time, you can't retire. With just two characters in your party you're at a severe disadvantage, but you can't afford to lose. After a short wait in the locker room it's time for the fight to begin, so step through the platform and into the Arena. It looks like everyone's shown up to watch—even Gabi as guest commentator—so it's up to you to show them what you can do.


It really feels different when you're about to fight an official match in front of an audience.

ARENA FIGHT

OPPOSING TEAM		
NAME	JOB	LEVEL
BORDEAUX	BLADE BRANDIER	27
NEGIMARU	TWIN BLADE	26
GREIN	EDGE PUNISHER	25

You're at a disadvantage from the start, with only one other team member and possibly lower levels. Don't lose heart—smart fighting can beat their edge in raw strength, and you don't even need to wear them down all the way to win, so give it your best.





Keep your broadsword equipped for its reach and strength, and always keep your camera set to watch all three characters. You don't want Atoli to be pinned down too badly, but she can handle herself for a while, and the foes tend to target Haseo more, anyhow. Rescue her if she starts taking too much damage or just can't cast any spells, but otherwise concentrate on your own battle.

Your main target is Bordeaux. With all your disadvantages, you shouldn't mess around too much trying to defeat the other two first, although if the opportunity presents itself take it—one less person to pound on your team helps you out, after all.

Block carefully and often during this fight. Once an enemy lands a good Art or other attack and knocks you down, you leave yourself open for the others to start performing follow-up Arts and keep you down before you get a chance to interrupt. Pop back up using ◉ to block if that happens, and take the next chance to counterattack.



For the most part, you should be taking an occasional shot at Bordeaux, but mostly go on the defensive and counter anyone who tries to use an Art. Be ready to block afterward, as the other two might use Arts of their own before you have use of your Skill Trigger back. If the foes are far off and approaching charge up a critical attack with your broadsword, but this is dangerous if they're close-by, as it takes a small time to ready.





Don't use Arts except as a counter or Rengeki Attack (which is unlikely), since Bordeaux will almost definitely be on you with a counter of her own. If you do manage to build up a Morale Gauge with your counters, use Beast Awakening and move in on Bordeaux for the kill.

Once you get Bordeaux down to half her HP, the fight itself stops and turns into a cut-scene. At this point, your part is over, so just sit back and enjoy the show.





Thanks to his hidden strengths, Haseo manages to pull off a miraculous victory and unlock part of his potential. Some of his comrades however aren't as happy with how things have developed, so it looks like Haseo's in for another lecture before he has a chance to log out and check on other developments.



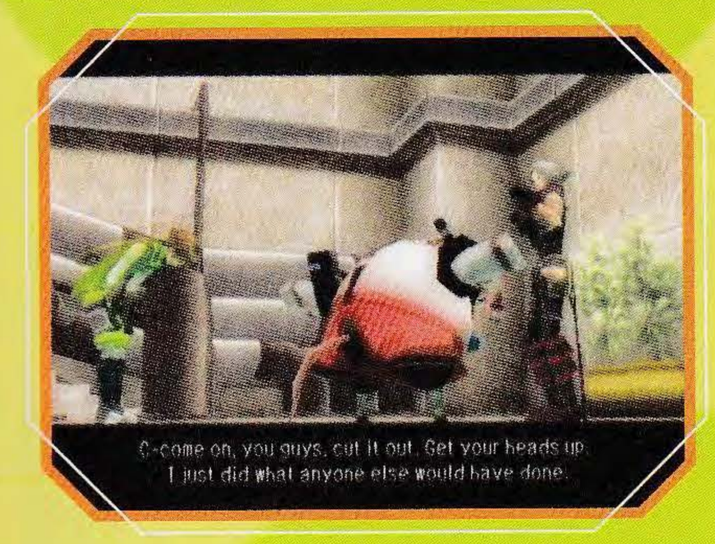
NEW POWERS, NEW RESPONSIBILITIES

Now that Haseo's unlocked his true potential, he can step forward as an active member of G.U. This adds more responsibilities to his already heavy load, and adds a new scope to his gaming horizons.

[BETWEEN THE GUILDS

When you log out to your Desktop after the first round of the tournament there is an email waiting from Silabus. He wants to see you in the guild @Home once you're back in the game. Take the time to check any other new information on your desktop, including news and the forums. The new Online Jack segment for instance is long, but intriguing at the end. Once you're done, head back into The World to see what Silabus wants.





When you arrive back in the game you are probably still on Ω Server, so take the Chaos Gate back to Δ Server and go back to the @Home for Canard. There you are met by Silabus and Gaspard, who is much more like his normal, cheerful self. Their summons this time was more or less just to thank Haseo for fighting in the Arena for them. After they've had their say, they warp back out of the game. Since you've received new mail already in this short time, Haseo should follow.

The main message of importance is from Yata. Now that Haseo is able to use an Avatar, Yata's interest in him has revived, so Haseo is summoned to Raven guild's @Home to speak with him. There is also a message from Piros the 3rd about a quest that he wants to undertake when you get the chance (explained in the "Side Quests" chapter of the guide), and possibly some additional emails from friends after your performance in the Arena. Make what replies you can, then return to the game.

To enter Raven's guild, go back to the same @Home door you always use to enter Canard, but this time scroll down to choose "Raven" from the list. Run up the stairs to the left and into the back room to begin a discussion with Yata. It seems that he has a mission for Haseo to undertake, partly useful, partly training. In return Yata gives him just a tidbit of information about Tri-Edge—not really enough to help, but just enough to Haseo's appetite.



With the conversation over, return to the Desktop one more time to check the email you just received. This time it's Antares, wanting to meet in Lumina Cloth. Back to the game you go, now hopping over to Ω Server.

Haseo is met beside the Chaos Gate by Antares, who now seems to see Haseo as his disciple. He wants Haseo to meet some people, so follow him to the southern part of town and speak to him again. The door nearby leads to the headquarters of a strange guild called Icolo, where you have to be an Arena Emperor to become a member. Somehow Antares has access, and gives Haseo a key, so you find yourself swept along into the new @Home.



Inside the guild, Haseo meets a handful of new, powerful players, not all of whom seem exactly pleased to see him. It turns out that his new "mentor," Antares, is not completely popular here either, but still has a lot of influence with some of the members. After seeing the state that the guild is in, the pair leave again after a short time. Antares warps out after declaring his intent to see Haseo meet at least one of his goals.



[BUG HUNTING

With your visits to three guilds finished, return to the Desktop one more time for new mail that has arrived while you were inside Icolo. It's Yata again, giving the order to begin the discussed mission. Check the Apkallu Forum to pick up a few new desktop backgrounds that have been posted since the last time you checked, then return to The World and then to Mac Anu's Chaos Gate.

As soon as you warp in you enter a cut-scene with Pi, who instructs you on what you'll be doing–mostly just following her every order. Invite Pi to your party and make sure you have a lot of recovery items, as well as items to remove or protect against the Curse status, then enter the keyword she gave you to explore the new area.





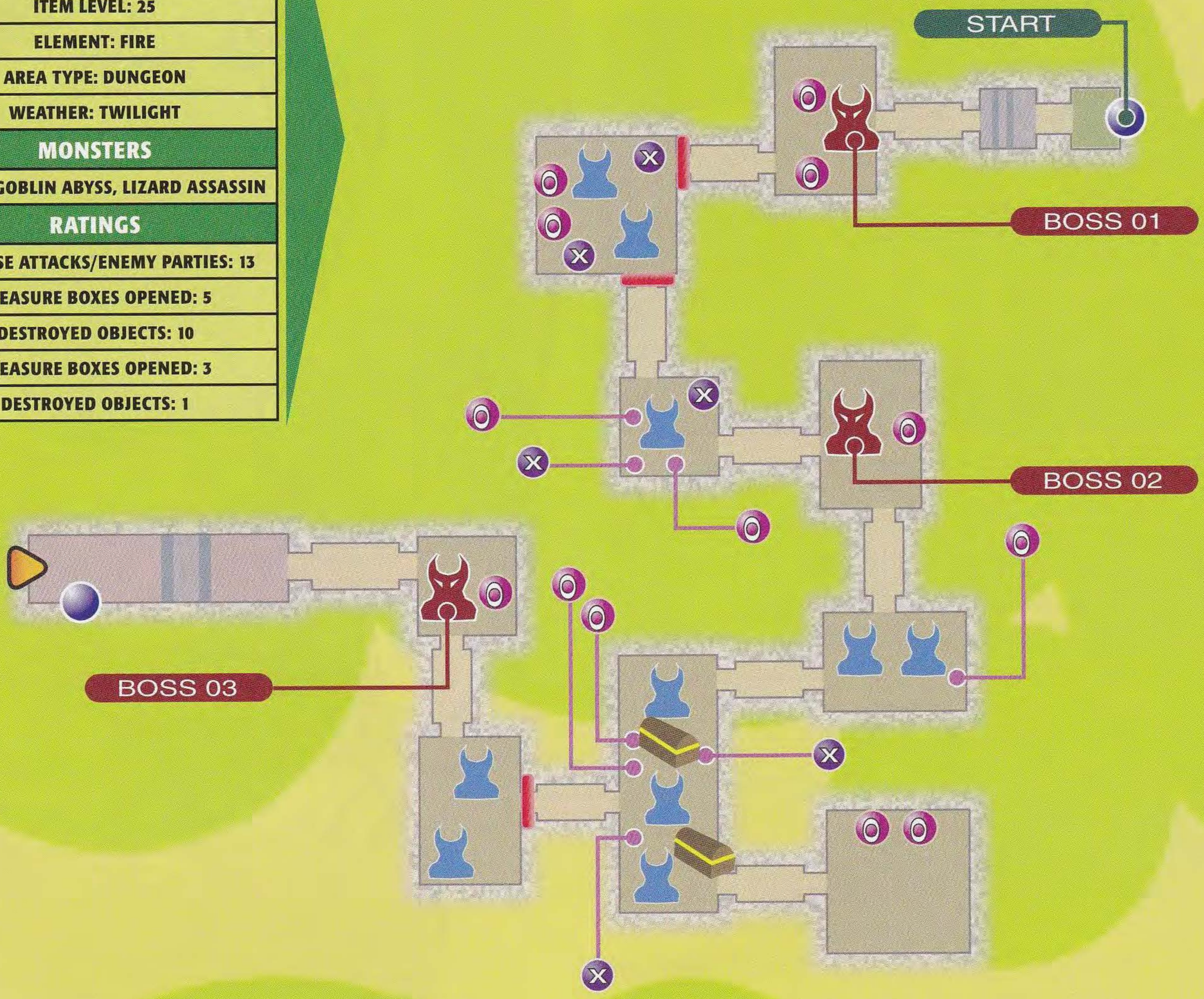
MAKE ROOM

Enemies in the next dungeon tend to drop a lot of items at once, so make sure you have room in your inventory by putting a lot into storage. Sell off some of your lower-level equipment and items to make some room.

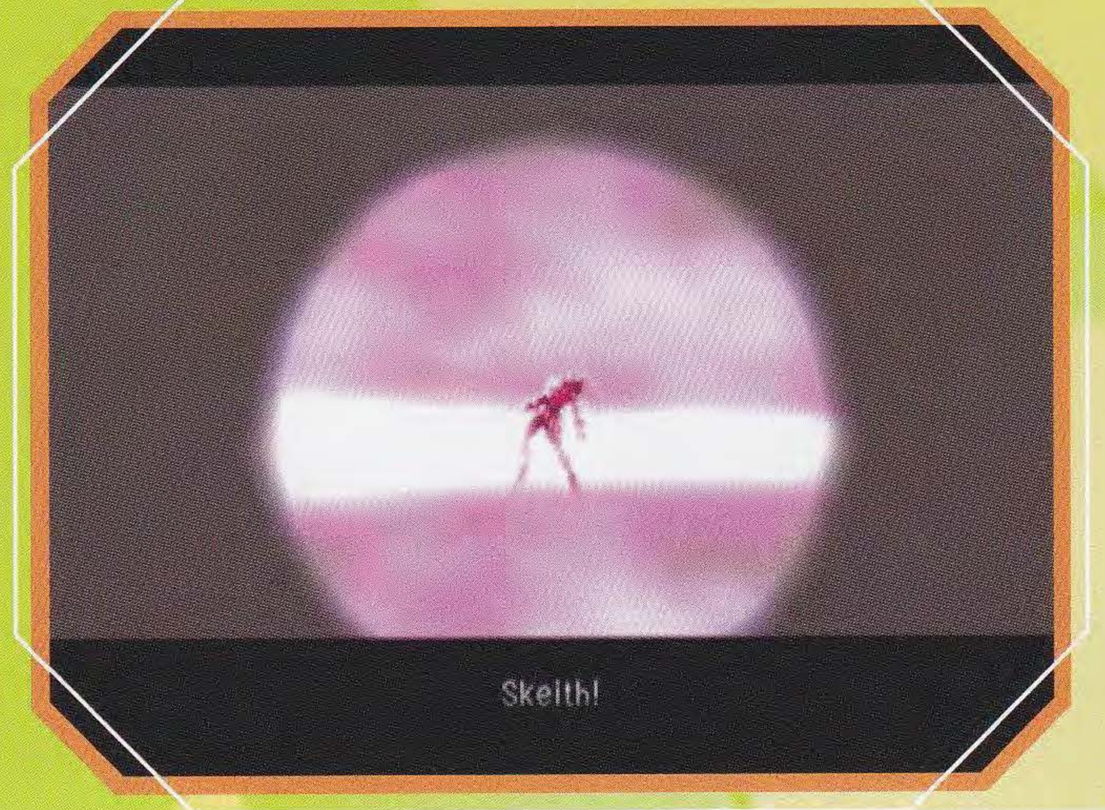
DUNGEON, B1

RECOMMENDED PARTY: HASEO, PI

AREA VITALS
KEYWORD: Δ: DELICIOUS PAST'S WEED EATER
AREA LEVEL: 23
ITEM LEVEL: 25
ELEMENT: FIRE
AREA TYPE: DUNGEON
WEATHER: TWILIGHT
MONSTERS
CARRIE, GOBLIN ABYSS, LIZARD ASSASSIN
RATINGS
SURPRISE ATTACKS/ENEMY PARTIES: 13
TREASURE BOXES OPENED: 5
DESTROYED OBJECTS: 10
TREASURE BOXES OPENED: 3
DESTROYED OBJECTS: 1



The two of you this time are moving through one of the mansion-style dungeons, so when the opening cut-scene has finished run forward into the building to reach the first room, and the first boss fight of the area. As you run into the distinctive black dots denoting AIDA's presence, Haseo instinctively summons his Avatar…the sinister Skeith.





AIDA (ANNA)

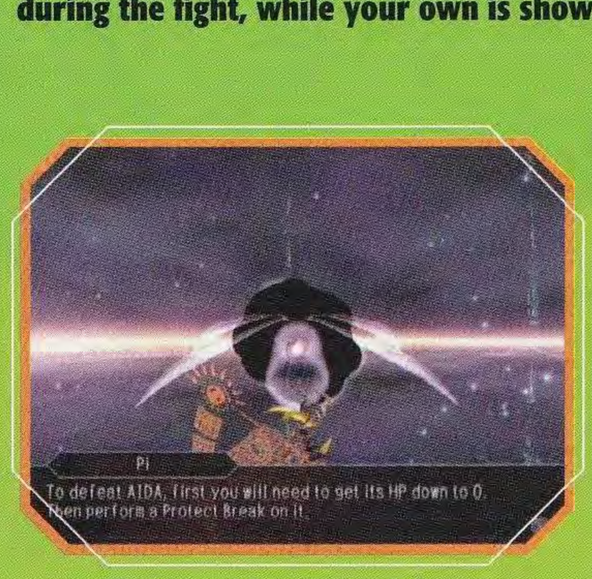
SKILLS		
NAME	DAMAGE	NOTES
NORMAL SHOT	5	–
KOBOLD BULLET	8	UP TO 3 SHOTS THAT CAN BE DEFLECTED
ALGOL LASER	100	MAXIMUM OF 3 STRIKES
REWARD		
GENOME DATA AIDA-011		

This is your first Avatar battle, a new style of combat that is used only in a few special instances in the game. Rather than navigating a field and attacking enemies with hand-to-hand weapons, your Avatar and the opponent both float in space and fly around, but always locked in on one another. You don't need to worry about losing track of the boss on your screen–even if you dodge attacks or fly toward or away from it, it will always be oriented in front of you.

The controls for this mode are also different. Press ■ to fire a very weak distance attack that may occasionally stun the enemy. ✕ is used to attack with your scythe if you're up close and personal, and ● is used for dashing, either to quickly get close to or far from the enemy, or to evade some special attacks.



For this first fight, Pi gives you a bit of extra prompting. In order to defeat AIDA, you must not only reduce their HP to 0, but also use Data Drain after the resulting Protect Break. The general idea should be familiar to *.hack* veterans, although the mechanics are a bit different. The enemy's HP is displayed as a bar across the top of the screen during the fight, while your own is shown as a bar along the bottom.



The Anna has a weak normal attack (a series of blasts directly in front of it) that it occasionally uses, but easily the biggest danger are its skills. There are two of these attacks that you have to watch out for when fighting this first AIDA foe. The Kobold Bullet attack summons spheres that float toward Skeith, and will damage him if they connect. Luckily, they move slowly and you can hit them away with a well-timed strike of the scythe (using ✕).



The second attack is the strong Algol Laser. This hits for a good amount of HP if it manages to connect, but it's also easy to see coming. The enemy stops in place for a while, and begins to charge up an attack with a light and noticeable sound. You are also warned by a blue notice at the bottom of the screen, telling you to dash and evade. When Anna starts to charge up like this, press your left analog stick to one side and continue to press ● to keep dashing to one side until the laser is fired and has bypassed your Avatar.



Of course, the fight isn't all about defense. In between attacks from Anna, dash forward and start attacking with your scythe by pressing ✕ when the crosshairs appear. Use a ■ shot as you are moving in for a small amount of damage, but melee is by far the best way to deal damage. After every few attacks the enemy pushes Skeith away again, so be ready for an attack at that point, then move back in to repeat the process.

AIDA (ANNA) CONT.



For boss fights these aren't very tough, they are more for training the Avatar mode than real threats. After a few rounds of dodging and attacking the enemy is lowered to 0 HP, at which point you enter Protect Break mode. For this enemy, this status lasts a full minute, so you can take your time finishing it off.



During Protect Break you must charge up a Data Drain attack by pressing ⊗ and holding it down. A bar behind Skeith shows you the progress of the charge, letting you know when the Data Drain is ready. Just because the AIDA has its defenses temporarily down doesn't mean it's helpless, so it's best to hold ⊗ down with your thumb, ready to dodge attacks using ◉, or some other method that leaves you free to use both buttons at once.



Every time Skeith is hit while charging his Data Drain, some of the progress is lost. Once the attack is fully charged, you should wait for your moment. Anna moves around fairly quickly and at this point the Data Drain will almost always miss, so wait until it stops moving temporarily. At this point, release ⊗ to fire the Data Drain. If it connects, you drain the needed information from the enemy and destroy it, ending the battle. If you let Protect Break wear off before ending the fight however, the enemy regains its protection, and you have to whittle it down a bit more again before taking a second opportunity to Data Drain it.

With this first special Avatar fight done, you collect the data that Yata had asked for, which will come in useful shortly down the line. For the moment you have a dungeon to explore and more AIDA to annihilate, definitely a full enough plate.



With the boss gone from this first room there are only two lines of Chim Chims left, so collect some spheres before continuing down the hallway to the west. Beyond a Chim Door you find two separate groups of normal enemies, a nice challenge in this higher-level dungeon with only Pi around to help.

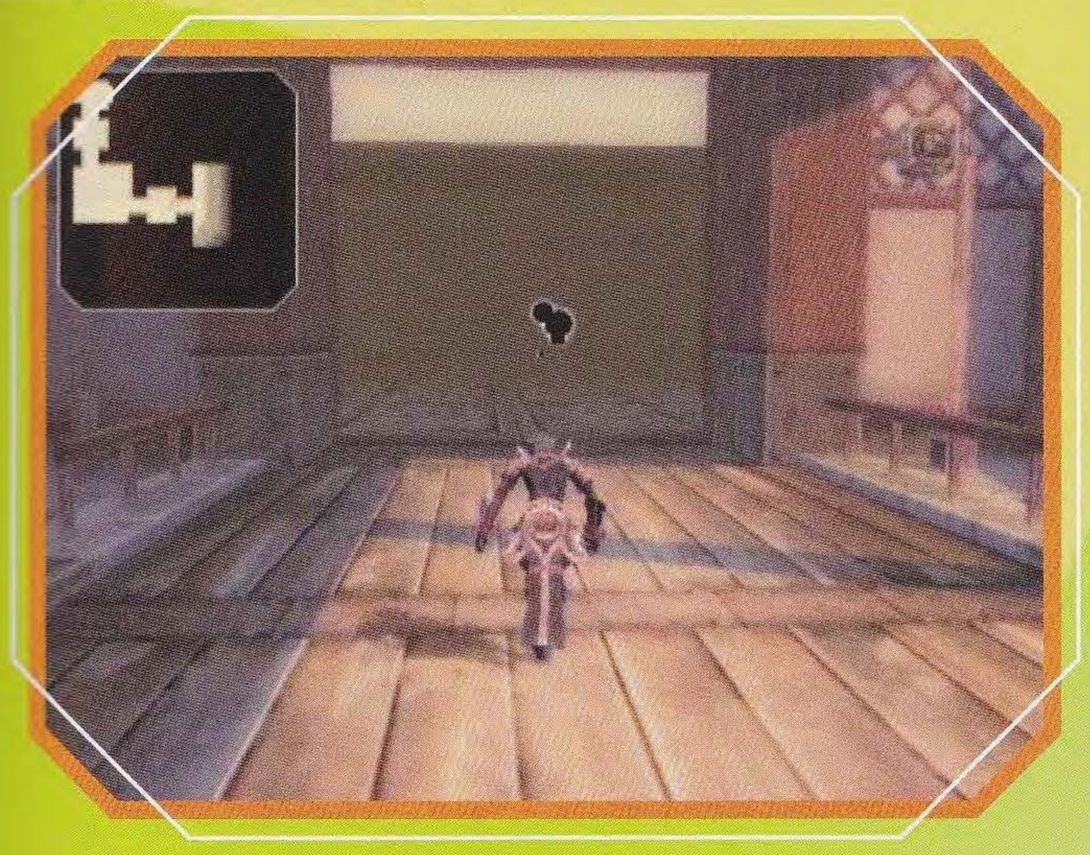


Pi is a very quick-fighting Tribal Grappler, so your broadsword is still the best weapon to help balance these quick strikes with slower but stronger attacks. In any fight Pi is focused on attacking, so you should handle most of the healing by using recovery items or a Repth spell if you've learned one. Foes this time around are Lizard Assassins and the Goblin Abyss, so be ready for a challenge.

Lizard Assassins are a pumped-up version of the Lizard Hunter, but they use the same basic techniques and strengths as their younger cousins. They appear in groups of three, so they have you slightly outnumbered. Use the sweeping reach of your broadsword to attack more than one if possible, and block their dash attacks. The Goblin Abyss is a new type of foe, a large creature that shows up in pairs and casts damaging fire spells over a range. While you might want to concentrate on the Lizards one at a time, the spell area of the Goblin Abyss' abilities means you should stay far away from Pi when fighting these. Smash one foe with your heavy broadsword, while you listen and watch for a possible Rengeki Attack on Pi's foe. She fights quickly, so she has a tendency to get more combos. Don't spare the Arts, but don't go overboard either, keep some SP in reserve for healing or a Rengeki Attack. Keep watch for the red circles moving across the floor that show that a spell is on its way, and block as needed.



With the first fight done break open the two objects in the room, then continue through the next Chim Door to the south. For the most part this dungeon is very straightforward, with few intersections, so fight the monsters and collect the objects in the next room. Continue east to reach the room with the second boss fight. This is the exact same type of opponent and strategy as the first, so you know how to handle it. Once this bit of AIDA is gone, there are two signals left in the dungeon.



Collect the chest from the northeast corner of the room before moving on. To the south of the second boss you find two more groups of enemies in the same room, then to the west there is a larger room with three groups. Carefully fight your way through all five monster sets, making sure to restore your HP and SP as needed. Collect the items from jars and chests in the larger room as you face your first intersection of the dungeon.



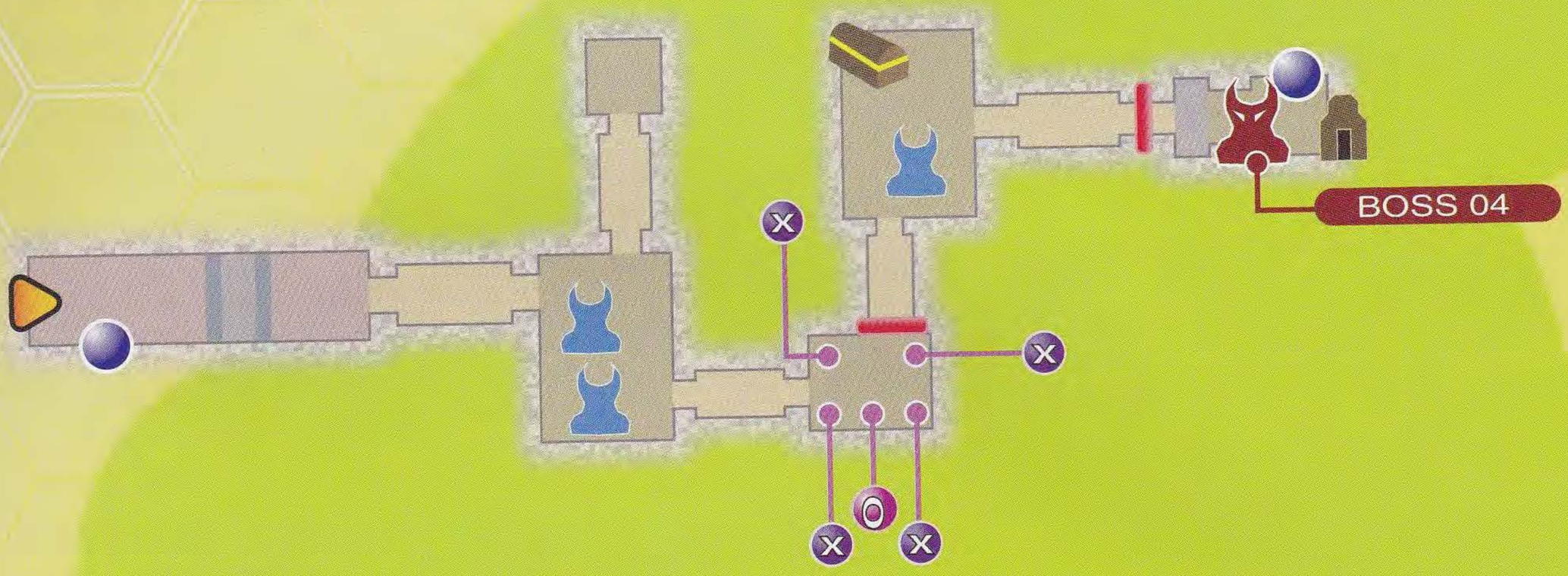
To the east there is a room that is empty except for a few Chim Chims. These are easily collectable elsewhere, so just take the western passage to another Chim Door. Here are another two sets of enemies to fight, and to the north lies the room with the third boss fight, once again just like the previous two. By this time you should be an old hand at fighting the Anna AIDA types, so make short work of it, to get back to the rest of the task at hand.



At this point Pi receives a Short Mail that warns the team that the AIDA level in the dungeon is rising for some reason, so they'd better move quickly. Pi decides to use her Avatar to wipe out the last threat. When the characters are done talking, take the western passage to the next block of the dungeon.



DUNGEON, B2



In the first room of the next section you find two more groups of enemies, and this time they may include the new Carrie monster. These foes hide inside their shells, represented by a red bar under their HP bar, which you must wear down bit by bit. Once the bar reaches zero the shell breaks, which lets you damage them more easily, but it also marks a change in the enemy's attacks. Inside their shells the Carries barely move or attack, mostly just letting out a gas that curses your characters. Once they are out in the open, they run around quickly, and strike fast with hard attacks. For this reason, you should take them on one at a time and target whatever Pi is attacking with your heavy broadsword. This is useful for breaking down armor. Be ready to take advantage of any Rengeki Attack opportunities that arise. Also, keep watch for the Curse status and remove it as needed to keep your SP from dropping too low.

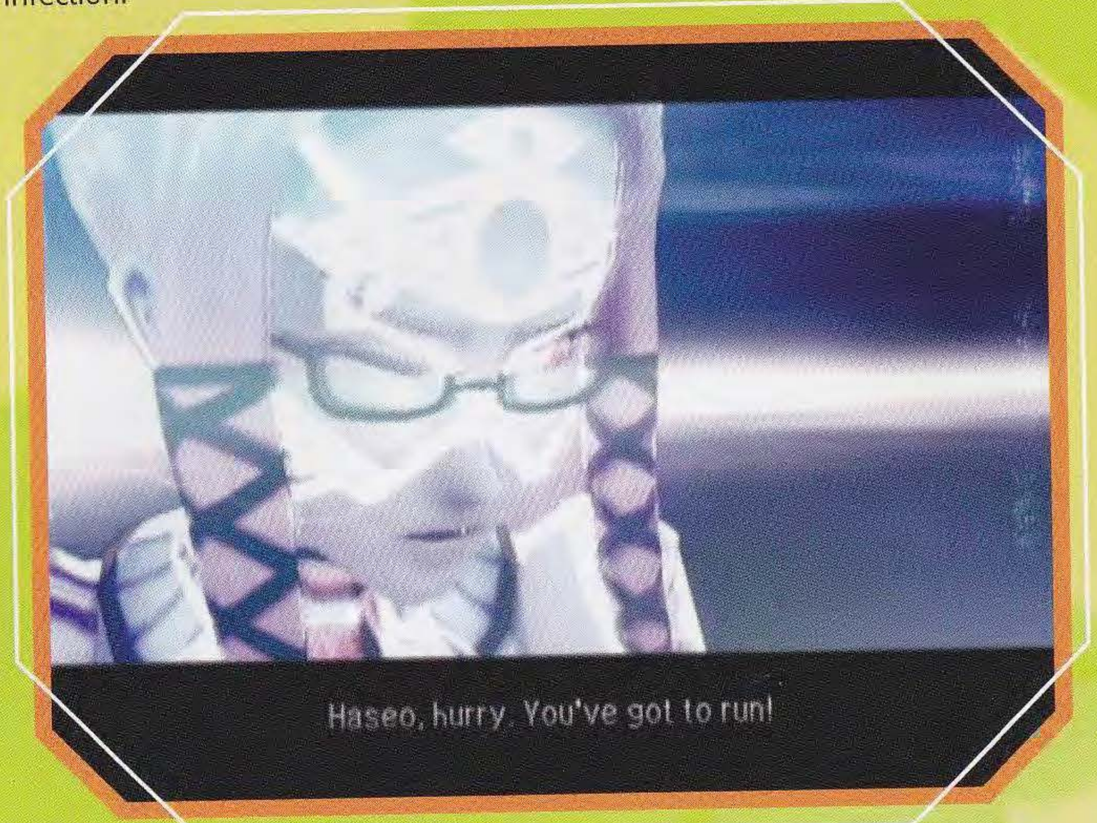


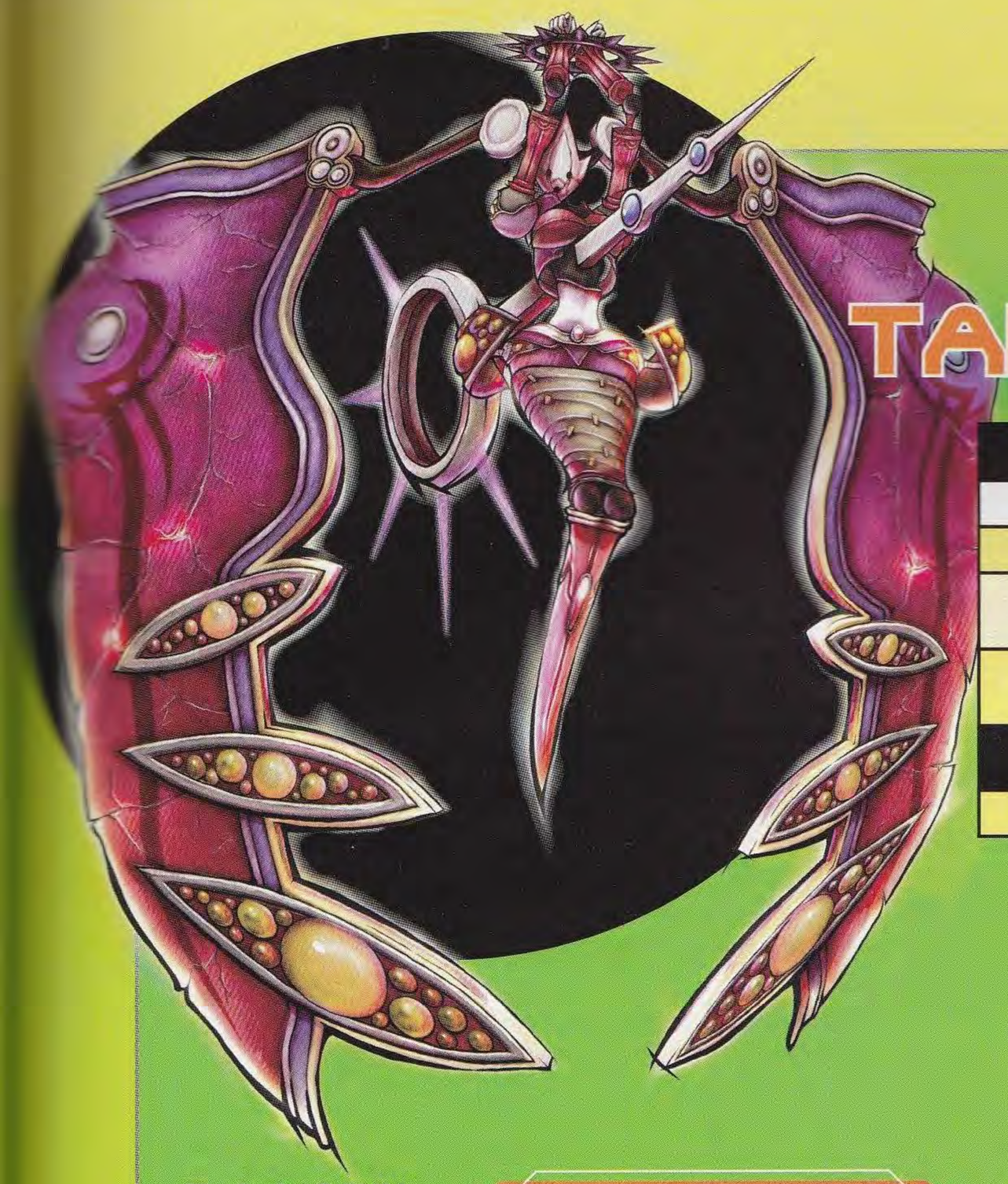
Although this room holds the second and last intersection of paths in the dungeon, once again one exit (the northern one) leads to an empty dead-end. Instead take the eastern passage to the next room, empty of foes and holding only jars and Chim Chims. Open the Chim Door to the north, go through to fight one more group of enemies and claim one last trapped chest, then turn east and go through the locked door at the end of the passage to reach the final cut-scenes and battle of this area.



Inside this final room you find a pair of characters—a woman in a red dress, and a strange-looking young boy. When the AIDA here appears, it's dangerously close to the boy, so Pi rushes forward to protect him, taking the blow in his stead. This infects her Avatar with AIDA, putting it under the enemy's control. Since Haseo's not about to run away with his tail between his legs, and Kuhn is nowhere close, it looks like it's up to him to Data Drain her as instructed, and remove the infection.



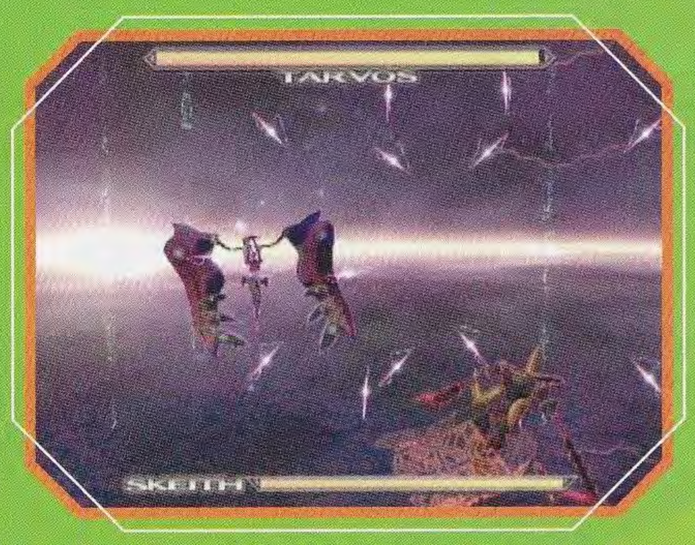




TARVOS

SKILLS		
NAME	DAMAGE	NOTES
NORMAL SHOT	5	–
KOBOLD BULLET	8	UP TO 3 SHOTS THAT CAN BE DEFLECTED
ALGOL LASER	100	MAXIMUM OF 3 STRIKES
REWARD		
GENOME DATA AIDA-011		

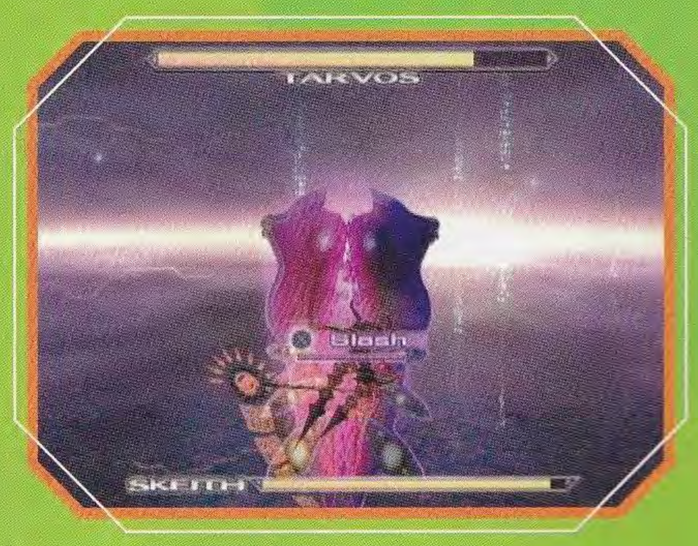
The Avatar fight this time is a little more difficult, and requires more concentration. Unlike Anna, Tarvos uses its normal attack more often, and it's a little more dangerous. She sends out an array of darts made of light which arc outward, then all swarm in toward Skeith. Use the analog stick and ◉ to perform a side-dash as they move in, to sidestep them without taking damage. They also usually miss if you dash inward toward Tarvos, but this isn't as quite as reliable.



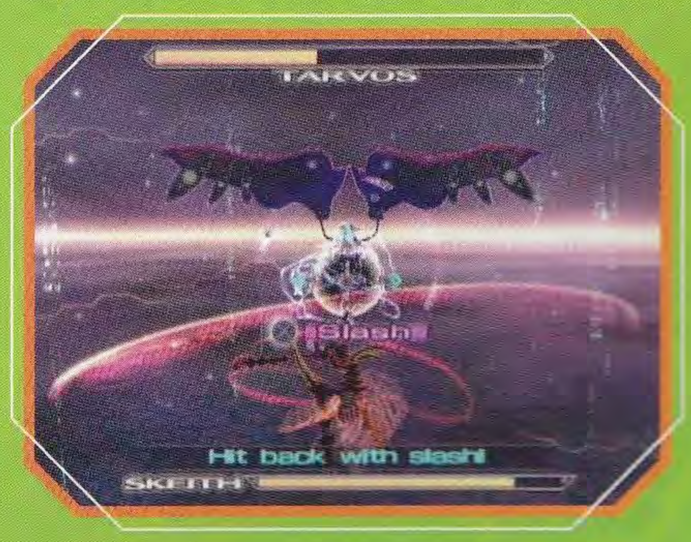
Wait for Tarvos to attack, then dash in toward her and attack with your scythe. You can usually get in three slices before being pushed back, ready to fend off the next attack. This cycle so far is fairly simple, but the real problem lies in the special attacks that Pi's Avatar can use.



One maneuver is actually useful in the long run–Tarvos folds its wings inward to shield itself, taking no HP damage from attacks. While in this mode it's unable to attack though, and once you dash forward and break through the shield with a series of blows, Tarvos is temporarily stunned. When the shield breaks, Skeith is pushed back, so be prepared to use the ◉ dash to move in again quickly and take good advantage of Tarvos' stunned state.



Another skill is Tarvos' Orb of Revenge attack. When she uses this, an orb slowly forms and drifts out toward Skeith, damaging him moderately and stunning him for a moment. These are hard to deflect if you're too close, so when you see the "Orb of Revenge" notice appear across the top of the screen, dart backward if you're not already far off, then wait for the orbs to drift close and attack them with a swing of your scythe.



TARVOS CONT.

One of Tarvos' more tricky attacks is Stake of Death. You are warned as she charges up the attack by the "destroy with slash!" message that appears at the bottom of the screen. The darts pass in front of Skeith rather than striking him, but each dart that you don't destroy goes back to Tarvos and attaches to her back. When all the streaks of light have passed, Tarvos rises into the air and sends any remaining darts down to pierce Skeith in an attack that cannot be avoided. The damage that Skeith actually takes depends on how many darts were not destroyed as they swept past, so take them out carefully while you have the chance!





The worst attack in Tarvos' arsenal may be used once she reaches less than half her hit points, more likely as she gets lower in health. This is the Data Drain, and it is unavoidable damage. Although you can't keep from being struck by it, you can reduce how much damage you take—press all of the buttons quickly in turn, mashing them back and forth with your fingers, and wiggle the left analog stick at the same time. The quicker you press different buttons and move the stick around, the quicker the effect wears off, and the less damage it does. You can see the progress of the Data Drain by a bar at the bottom of the screen, just above Skeith's HP bar.





When you finally wear Tarvos down to 0 HP, she undergoes Protect Break, just like the Anna type of AIDA. You again have a minute to charge up an attack using ⊗ before letting it off, but this time Tarvos uses much more frequent attacks, so hold the controller again in a position that allows you to dash to the side frequently while still holding the charge. Although Tarvos moves often and doesn't hold still much, if you move close to it you can still tag the large Avatar with the Data Drain, even if it's moving somewhat. So take the first chance you can see, and drain away the infection that's taken over Pi's Avatar.



With the fight over the infection is gone, but at what cost? Watch the ending cut-scene to see the overall outcome of the fight, and accept the thanks of the young boy and his companion for all of your assistance—even if they couldn't see exactly what happened. With your job here done, it's time to return to town and prepare for your next adventures.







DATA COLLECTION

Now that you've started collecting genome data, you can start to use the terminal in the Raven @Home to replay various Avatar battles. Defeat the enemies a second time in these battles to collect some of the Desktop backgrounds to help round out your collection. See the "Side Quests" section for more details.

FRIENDS AND ENEMIES

It looks like Haseo's starting to gain more attention, but is this a good thing, or bad? It can be hard to tell sometime who his friends are, but for now all you can do is forge ahead and hope any problems resolve themselves before much harm is done.

[TO THE MOON AND BACK

Back in town Pi leaves to report to Master Yata, leaving Haseo to his own devices. You now receive a new mail notice, so log out to see what's going on. Along with any "flavor" emails, you receive a note from Atoli asking to meet her at the Mac Anu Chaos Gate.

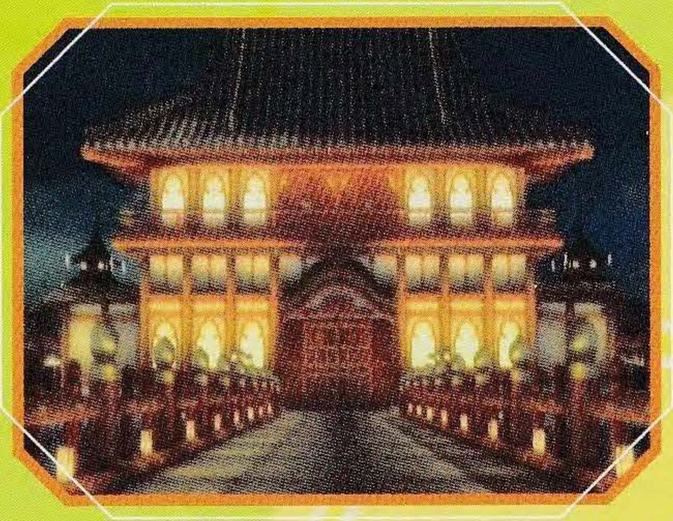
When you're done checking your mail, log back in to find Atoli waiting, soon to be joined by Pi. She says you've both been summoned by the Moon Tree head counsel, so you're to invite both Pi and Atoli and go in to answer their call.



RECOMMENDED PARTY: HASEO, PI, ATOLI

AREA VITALS
KEYWORD: Δ: SETTING ETERNITY'S NIGHT MOON
AREA TYPE: SPECIAL

Another of the largest guilds in The World, Moon Tree also has its own special area. This one is a peaceful pagoda and nightscape. The group moves on in to see what the cause is for this summons. Atoli warns Haseo about his temper and tells him to apologize all the while.





When the opening cut-scene is done you can speak with the guild grunty just to your right. Head straight to open the doors and go inside the pagoda, then run forward and activate the Warp Point to reach your current destination.

After warping the next cut-scene begins, and Haseo and Pi are in for a bit of a surprise. They are greeted by a familiar face (the guild master of Moon Tree) and thanked graciously. After being introduced to the other counsel members who are present, Haseo is given a gift of a Text of Power, as part of their thanks.

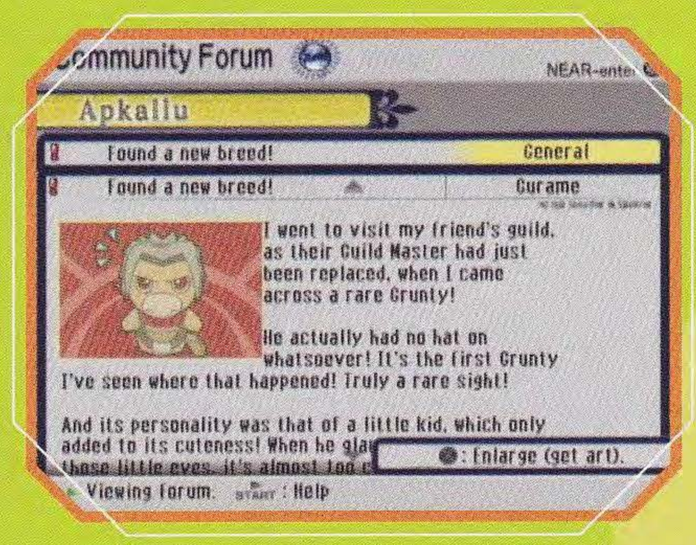




Before Pi and Haseo have the chance to leave, they see a bit of the possibly shady undertones of the guild's politics, and are also sidetracked on a discussion of the arena. Matsu, still clashing with Haseo, is apparently his next round opponent and is quite ready for the fight. It looks like you've got some work to do to uphold the honor of your friends as you prepare for the next tournament.

Back outside Moon Tree's area, Pi gives Haseo a friendly warning about gaining too much attention, especially as it may draw eyes to Project G.U. Once she leaves, Haseo decides that it's time to check his mail. Log out to do so, and you find a helpful tip from Gaspard about an area that's good for you to level up in before your next match. You note the area name before reading the next email, which is from CC Corporation, giving details of the match itself. Make sure to check the community Forum where the old thread "Where can I get an Olm Shell?" gives you no less than three new area keywords to help find specific items. There are many other threads in the various boards with just chatter, but the Apkallu thread finally gives up a few more goods in the form of new backgrounds for your Desktop.





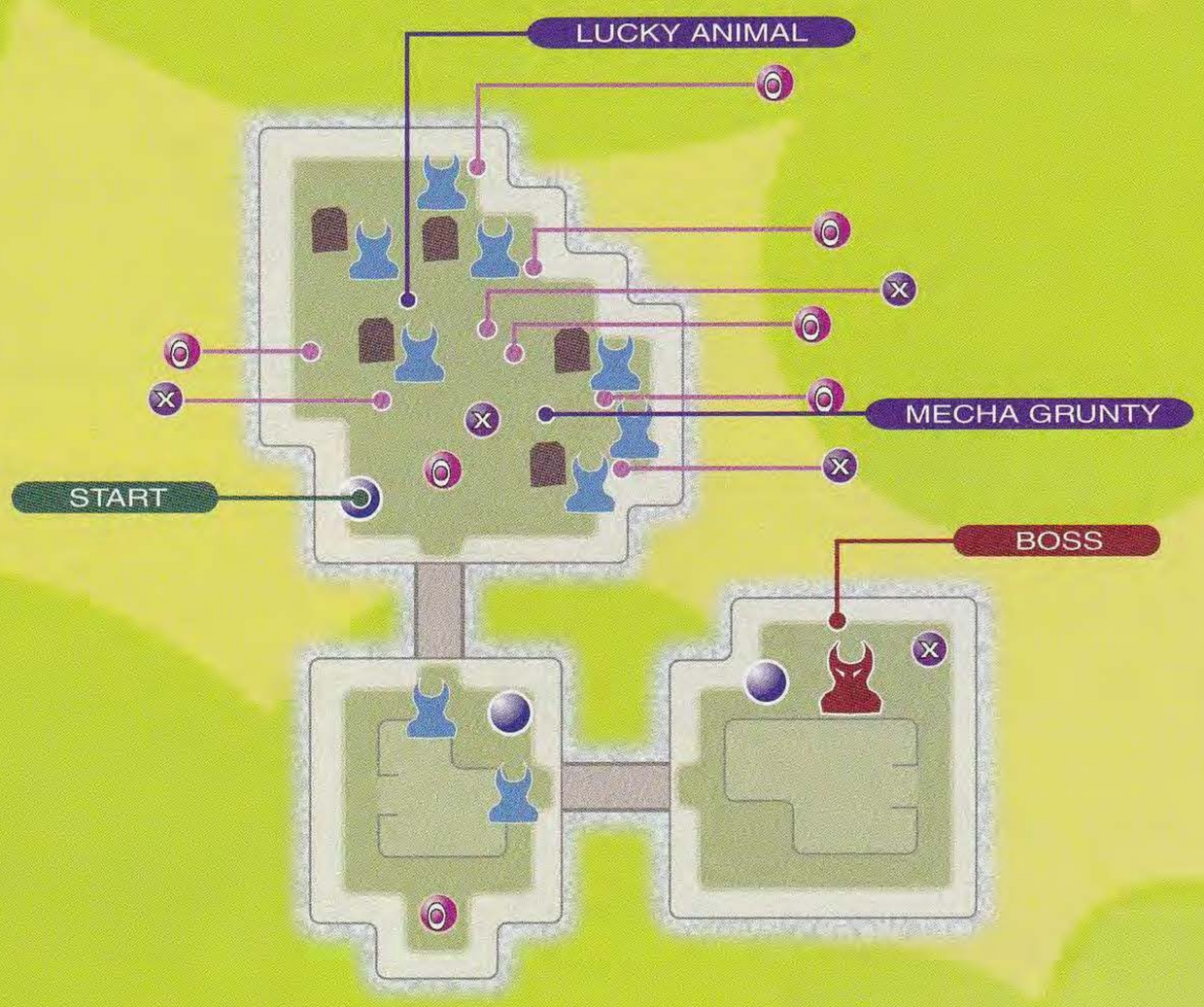
On your way back into the game you should stop by the official forums. It looks like Moon Tree guild has a post of their own, and Atoli's chiming in. You have the opportunity to leave your own reply here, so make it a good one. Continue logging in, and send invites to Silabus and Atoli. It's time to get stronger again before the next match arrives.

You have four areas listed as "new" on your Bookmarks, all from your recent trip back to the Desktop. The lowest-level area is level 17. This is a bit low for your characters to get good experience from, but a good place for items such as the Calm Propeller. That is why it was listed on the board. Once everyone is together, select the keyword Δ: Rough Song Dusk's Hand Song from the list, and step into the new area.

[THE CALM BEFORE THE STORM

RECOMMENDED PARTY: HASEO, SILABUS, ATOLI

AREA VITALS
KEYWORD: Δ: ROUGH SONG DUSK'S HAND SONG
AREA LEVEL: 17
ITEM LEVEL: 18
ELEMENT: FIRE, EARTH
AREA TYPE: FIELD
WEATHER: SUNNY
MONSTERS
BUSTER KETTLE, CHICKIE, GOBLIN MAGE
RATINGS
SURPRISE ATTACKS/ENEMY PARTIES: 10
TREASURE BOXES OPENED: 5
DESTROYED OBJECTS: 6



After a few challenging areas in a row, you finally get to step down the pace again for a bit, taking in this relatively easy area to gain extra items. The monsters here are Goblin Mages, Buster Kettles, and Chickies. None of them are huge threats at this point. The Chickies were a bit dangerous, but Haseo's new broadsword cuts through their flight bar like a knife through butter. Even the Buster Kettles have become obsolete and barely slow your party down.



Scattered around your starting island are no less than five chests to open and a handful of barrels to break. This is one of the areas with a boss fight at the end, so there aren't even any Symbol Fragments to take up valuable chest space. Start around the island in a clockwise direction, fighting the groups of enemies and collecting items as you go, kicking Chim Chims down from trees to really round out your ranking.





Near the center-north of the island you reach the area's Lucky Animal. Chase it down for its blessing before you continue on around the circle. When you near the end of your circle at the southeast part of the island you run across the Mecha Grunty in need of rescue as well.



Once you've cleared off the island, cross over the southern bridge to the next island. Here you find only two groups of monsters, one guarding the end of each bridge, and a sole Chim Chim tree to the south. Fight your way through both enemy parties, then cross east to the last of the three islands.

This last island holds only one more barrel to break besides the boss of the area. Sneak around the island to collect the item, then go up to the boss directly from behind and strike him with a surprise attack.

STEAM SHELL

SKILLS
LIMITER OFF, STEAM BULLET
REWARD
CHANGE EARTH IDOL

SIZE	LEVEL
L	20
HP	**SP**
773	97

ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE
15	21	15	20

FIRE	WATER	WIND	EARTH	LIGHT	DARK
8	7	6	7	9	8



Once again your higher levels make the boss fight at the end more a matter of a slaughter than a strategic battle, but you should enjoy this while it lasts. There is an armor bar below its HP bar, which means that you must punch through the armor before it takes much HP damage at all. Luckily, this is just what a broadsword is good for.

Although the enemy is relatively easy, it's still not good to just invite damage. Watch for the foe to leap up into the air and start spinning its arms, at which point you should quickly fall back or block to keep from being struck repeatedly for damage. Also watch out for him to leap up and strike down with full force to damage your characters greatly.



Whenever you can get in an attack, slice at the Steam Shell with your broadsword. This takes the armor bar down very quickly, allowing your characters to start doing the real damage. Block and attack in turns (between attacks by the slow boss monster) and he soon falls before your onslaught, leaving you to collect the spoils of victory.

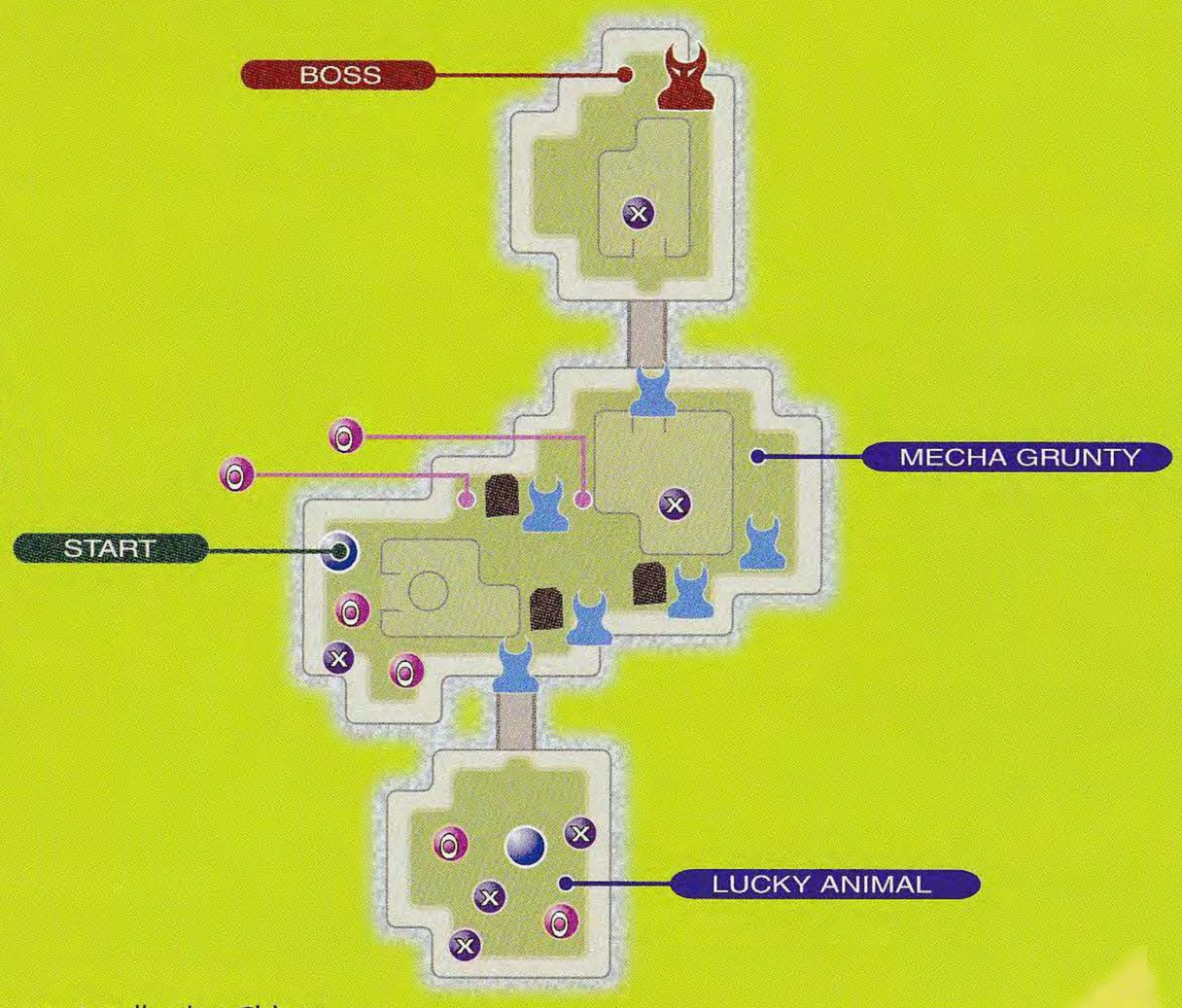
With the boss gone, there's no reason to hang around this field any longer. Take the nearby platform back to Mac Anu, save, and prepare for the next adventure.

[CLOSE TO THE VEST

Two of the areas still on the list are level 27, much more of a challenge for your current team. Make any preparations you need beforehand, with some items to remove Curse or a spell to do likewise being on top of the list, then go into Δ: Graceful Humbling Holy Relic. This area was originally suggested as a place to pick up Loose Vests as equipment. For your purposes the experience is even more welcome, but free equipment isn't to be sneezed at either.

RECOMMENDED PARTY: HASEO, SILABUS, ATOLI

AREA VITALS
KEYWORD: Δ: GRACEFUL HUMBLING HOLY RELIC
AREA LEVEL: 27
ITEM LEVEL: 28
ELEMENT: FIRE, WIND
AREA TYPE: FIELD
WEATHER: SUNNY
MONSTERS
CARRIE, FEVER HORSE
RATINGS
SURPRISE ATTACKS/ENEMY PARTIES:
TREASURE BOXES OPENED:
DESTROYED OBJECTS:



From the starting point, head south and east along the coast, collecting Chim Chims and breaking one barrel, until you come to your first group of enemy monsters. This time around you're pitted against Fever Horses and Carries. The Fever Horse may look like a sea horse, but it's actually from the dragon family, and has the fiery breath to prove it. Fight a separate horse from Silabus, or at least stand opposite him with the monster in between, since it likes to breath out a stream of fire that affects a small area in front of it. By keeping the characters separate, they don't both get toasted by the same attack. Fever Horses are also armored, a trait shared by many foes lately, so use your broadsword to knock the armor bar down. If you have patience for a lot of weapon-switching you can change to twin swords at this point, to get in quicker combo attacks for better chances of Rengeki Attack, and thus better experience. This isn't necessary, however.



CHOOSING WEAPONS

Don't worry too much about choosing the wrong weapon at the start of a fight, and don't be afraid to experiment with them. You can switch your equipped weapon via the menu even during combat, although you are helpless for a few seconds while you put away one weapon and pull out the next. You cannot use customization during battle, so be more careful about which items you attach to your weapons and armor in the preparations for an area, or in between fights.

END BOSS

The boss at the end of this field isn't quite as much of a pushover as some of those you've fought lately, so save up some Morale for a handy Beast Awakening at the start of the final fight.



You've fought the Carries before, so you know what you're up against. When fighting a mixed group, fight the Fever Horse first and leave the slow-moving Carries for later, to minimize the damage taken. Then move on to fight one Carrie at a time, using the same strategy if the group is only made up of Carries in the first place. This plan may of course go awry if Silabus or another fighter decides to tackle a Carrie first, in which case you should hunt it down quickly once it comes out of its shell.

When the coast is clear, continue south across the bridge to the bottom island. On this small island you find no enemies, but you do find three barrels, more Chim Chims, and the Lucky Animal. Chase it down and kick it now, since its blessing of nullifying three "game overs" is only good for fighting on this field. When you're done here go back across the bridge to the center island, and continue east around the coast. Collect the treasure from the trapped chest just northeast, and from the normal chest east of that, fighting another group of enemies placed vaguely in-between.



With these foes out of the way, run east around the plateau to find another roaming group of enemies followed by the Mecha Grunty for the area. Save it, then continue around to fight the enemies guarding the northern bridge. Don't cross just yet, but instead kick open the barrel on top of the nearby plateau, then climb back down and finish exploring the north and center of the island for one more set of foes and a last chest.



Now it's finally time to cross over to the north island, where you can claim the item from one more barrel on top of the plateau. Then it's time to take on the boss. This one is facing out to sea, so run up behind it and get the jump on it, giving you at least a small edge.



BAZ GIANT

SKILLS
SHOCKWAVE, SONIC SHOT
REWARD
WALL VEST

SIZE	LEVEL
L	29
HP	**SP**
1492	219

ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE
72	45	25	36

FIRE	WATER	WIND	EARTH	LIGHT	DARK
10	10	9	13	10	10

This boss is big and tough, and this time you don't have the buffer of extra levels to even things out. You've got to be careful in your offense and defense, and take him down wisely with raw power.

This time the enemy has no armor bar to punch through, so if you still have a strong pair of twin swords at hand these may be better to use against this boss. They don't pack as much raw power, but they let you attack and block more quickly and fluidly. They also give you a better chance at reaching Rengeki Attack levels, since this boss has a very high threshold for that.



The Baz Giant's attacks are strong but slow, giving you opportunity to block or use the Skill Trigger if you're not over-eager on mashing the attack button. Watch for him to crouch low to the ground, which means he's about to leap up and unleash a blasting attack to the small area around him that knocks your characters back for damage. Block this, or interrupt it.





The giant doesn't have a huge repertoire, but he's tough and strong enough that he doesn't need one. Minimize the damage that he does to your character, and keep an eye on the health of your other party members in case it gets too low for one healer to handle. At this level you should be able to wear the foe down before it takes you out, but it's not a cakewalk.

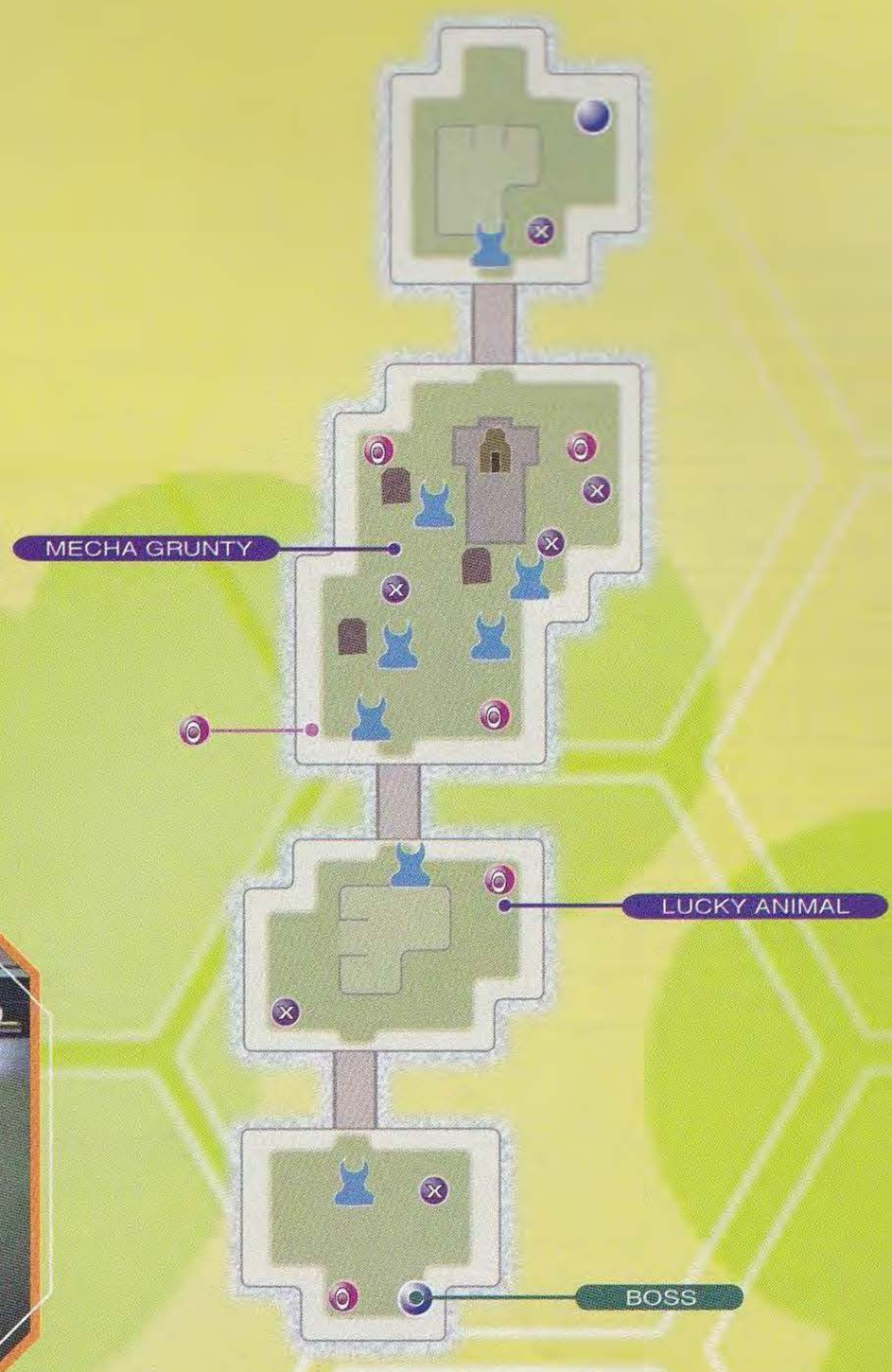
When the Baz Giant falls you gain your mission reward, a nice addition to the experience you've gathered. You're not done yet, so leave the field via the handy Platform to the southwest, and move on to the other level 27 area.

[WIND-SWEPT FIELDS

This area was originally posted on the forums as a place to find a Wind Vest, but your main goal is, as before, experience and general strength, rather than to find one specific item.

RECOMMENDED PARTY: HASEO, SILABUS, ATOLI

AREA VITALS
KEYWORD: Δ: AGONIZING FRIEND'S NEMESIS
AREA LEVEL: 27
ITEM LEVEL: 28
ELEMENT: FIRE, WIND
AREA TYPE: FIELD
WEATHER: SUNNY
MONSTERS
CARRIE, FEVER HORSE
RATINGS
SURPRISE ATTACKS/ENEMY PARTIES: 8
TREASURE BOXES OPENED: 4
DESTROYED OBJECTS: 6



This time you warp into the very southern part of a four-island field, with a tree to the west and a breakable item just to the north. Visit each before running north to find your first foes, guarding the bridge off the island. Enemies here are Fever Horses and Carries, the same as the previous field. Now cross the bridge to the second island.





This island, too, is fairly empty. Just to the west you find a barrel to kick open, but otherwise the only things of interest here are the Lucky Animal to the northeast corner near a Chim Chim tree, and the set of enemies again guarding the next bridge to the north. Clear the island then leave it to the north, where you finally find a bit more substance.

Here you find a group of enemies, just to the northwest, surrounding another tree, with enemies guarding the first chest just to the north. Continue north along the west coast of the island to find a barrel, the area's Mecha Grunty, and another chest with its guardians. Visit the tree in the northwest corner of the island before continuing around the coast. This time, go down the eastern side. This holds another tree, two more barrels, and two sets of enemies. One is guarding the last Symbol Fragment. One more tree lies to the southeast of the island, at the end of your route.

Before going into the Beast Temple on this island, first cross over to the north and fight off the monsters at the end of the bridge, wringing out one last bit of experience from this zone. Collect the item from the barrel just to the northeast before crossing back over the bridge and going straight forward to the Beast Statue inside the temple. With that accomplished, run back out to the nearby Platform to return to Mac Anu.





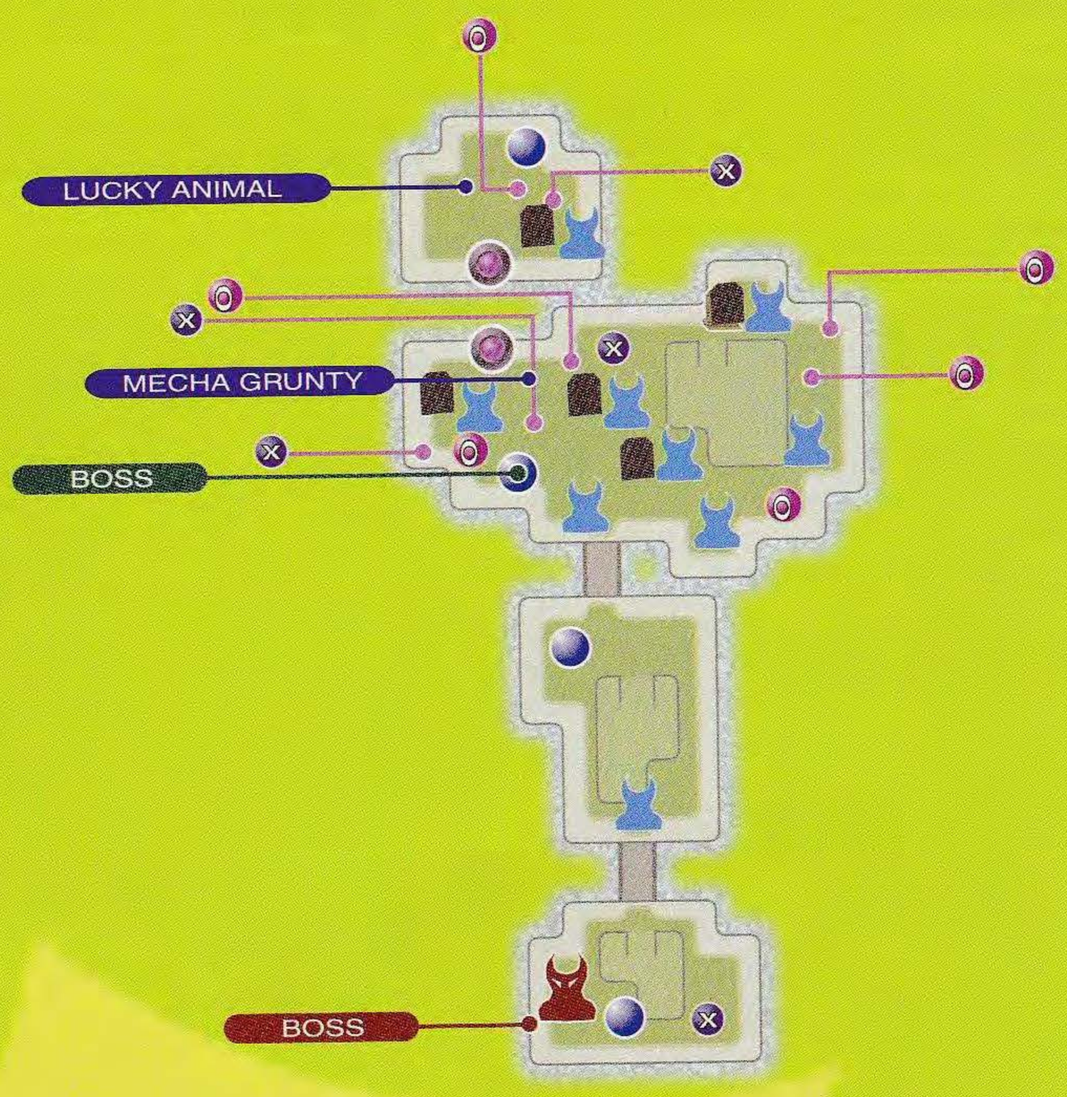
[KICKING IT UP A NOTCH

One more new area remains on your bookmark list, and this one's a bit tougher than anything you've faced before. The area difficulty jumps from 27 to 31, with the potential for better items. This is the keyword given to you by Gaspard in his latest email to help you prepare for the Arena, so make the most of it and make him proud.

Before heading out, make sure you have any Sleep-preventing customization items equipped and bring along items to remove the Sleep status on anyone who can't resist it.

RECOMMENDED PARTY: HASEO, SILABUS, ATOLI

AREA VITALS
KEYWORD: △: PILING RED PLUM'S TWIN ROCKS
AREA LEVEL: 31
ITEM LEVEL: 33
ELEMENT: EARTH
AREA TYPE: FIELD
WEATHER: STORM
MONSTERS
RUBY CUTTER, TRUFFLE
RATINGS
SURPRISE ATTACKS/ENEMY PARTIES: 10
TREASURE BOXES OPENED: 5
DESTROYED OBJECTS: 6



It looks like you've got one more field to explore. It starts in the second island from the north in another chain of four islands. Surrounding your starting Platform on all sides are two trees, Mecha Grunty, a set of monsters guarding the southern bridge, and three more groups of enemies guarding chests. Pick your way as carefully as you can to the Warp Point at the north of the island and use it to warp over to the top-most piece of land.





Your first goal is the Lucky Animal to the northwest. It grants you a recovery from three "game over" situations, which could come in handy if this field proves a bit more than you can handle. Near the Lucky Animals' location are a barrel and tree, with a second barrel and a group of monsters guarding a chest toward the southeast. When everything is clear, return through the Warp Point to your starting island.



LACK OF VISIBILITY

Because of the stormy conditions on this field, visibility is less than what you're used to. Refer to the map frequently to make sure you don't miss anything, and be careful not to stumble into half-unseen enemies before you even notice their presence.

Your enemies on this field are a bit tougher than what you've fought before. They consist of Truffles and crab-like Ruby Cutters. The Truffles are a good candidate for using twin swords to rack up the Rengeki Attacks, but the Ruby Cutters are protected by a hard covering (and the red armor bar that goes along with it). The broadsword is best for these creatures. Watch out for the Truffle's sleep gas attack, which is the first place your preparations can come in handy. Ruby Cutters use more straightforward physical attacks, but hit hard, and can charge up a double-claw attack that does even more damage. Be ready to block or interrupt on short notice. If you start to outgrow your currently equipped broadsword, the Ruby Cutters also drop the Broad Tu Wan fairly frequently, giving you another good weapon to wield. Make sure you save up some Morale for the final boss fight of the area.





Back on the starting island, clear out everything around the starting Platform that you haven't yet tackled, then continue clockwise around the northern coast to kick open a barrel and clear the guardians around another chest. The eastern coast holds two trees before you reach another set of monsters, followed by a third tree. Hug the southern coast to destroy another group of enemies, and double-check to make sure you haven't missed anything on this crowded island in the storm and the confusion of multiple battles.



When you're sure you've taken care of everything on the island, cross the bridge to the south to reach a smaller bit of land. This one is empty of everything save a group of foes guarding the next bridge to the south. Once they're gone cross over to the final island, collect the last item from a barrel in the southeast corner, then carefully cross over to the southwest corner to take the area's boss by surprise. Approach hugging the south coast, as this enemy faces toward the north, inland.

ELDER GROWTH

SKILLS	SIZE	LEVEL
TITON HOOD, FOREST'S WRATH	L	35
REWARD	**HP**	**SP**
ABSORB DEFENSE	1881	210

ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE
82	48	22	45

FIRE	WATER	WIND	EARTH	LIGHT	DARK
17	18	13	25	19	13

The Elder Growth is similar to the Crumple Tree you fought far back in the game. It's got high HP and attack, and good defense against physical attacks and spells.



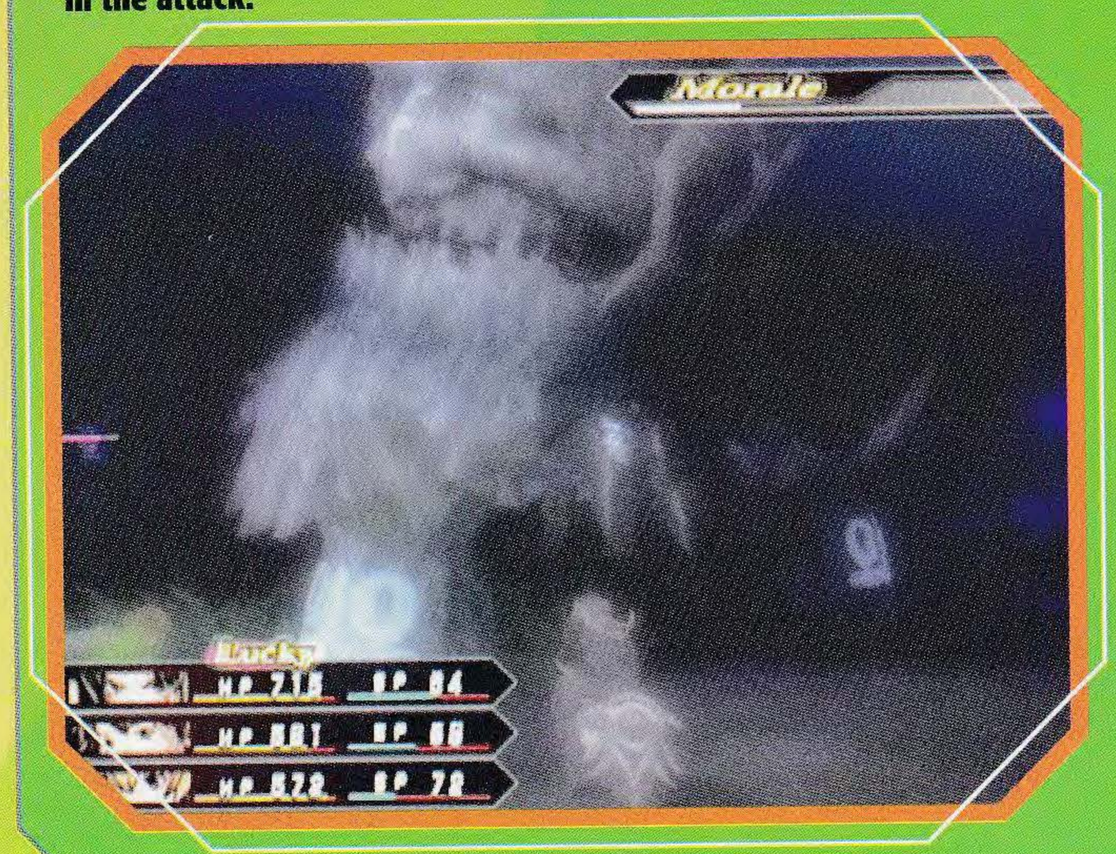
Lead off the fight with an Awakening attack. The enemy doesn't have any particular weakness in its defense, so a Beast Awakening is usually best because it takes advantage of your multiple attackers. Once the Awakening ends, take advantage of the high combo-chain to pull off a Rengeki Attack, then dive into the tough part of the combat.

Attacks from this foe are similar to those of the Crumple Tree as well. It has two area-attacks. It can leap up into the air, coming down with all four legs to damage all characters around it, knocking them back. It can also rear back onto its hind legs and then strike down with its front feet, striking those in front of it. Both of these attacks hit pretty heavily, so keep an eye on everyone's health after them to make sure your main healer doesn't get overwhelmed.



ELDER GROWTH CONT.

When the tree-like enemy leans forward for a moment then starts to spin, be ready for a far-reaching fog that puts characters to sleep. Pull far back or block quickly if you don't have protection from this Status, then use Stimulant Sodas to wake up any allies that got caught in the attack.



Either twin swords or broadswords are valid choices in this fight, and it may come down to which weapon you have at a higher level and more up to the task at hand. Broadswords take off more damage with each strike but are slow, while twin blades do less damage per hit, but hit more frequently, and as with the normal enemies they open up more chances for Rengeki Attack, and a better chance overall of pulling of a second Awakening mode, a much safer form of battle.



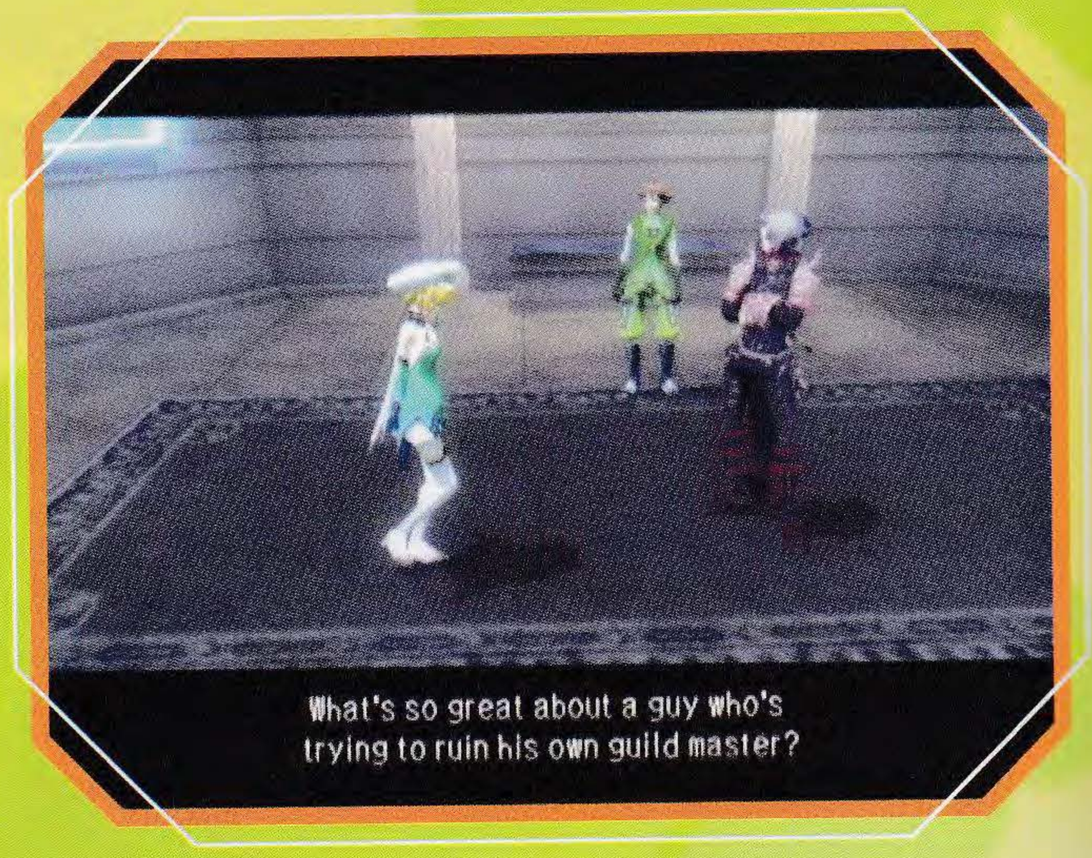
As long as you pay attention to your characters' health and don't let everyone get overwhelmed by area attacks and Status ailments, you should be able to wear the Elder Growth down by your steady attacks. Once he falls you gain your just reward.

With this last boss defeated you are free to return to town, and finish your last preparations for the next round of the tournament.

[UPHOLDING HONOR

After the last high-level field you should be prepared for the Arena. Make sure that both Haseo and his companions have the best equipment available now that they've gone up a few levels, and change any Customization as needed before heading for Lumina Cloth.

As before, approach the Arena receptionist and choose the "Tournament" option with both Silabus and Atoli in your party to enter the locker room. When you're ready, activate the Warp Point to view the cut-scene starting in the locker room, and ending in the Arena ring itself. It looks like Haseo's still got his skill at offending people and making his own life difficult, but for now you must concentrate on the task at hand—beating the smug Matsu and showing him that your victories in the Arena aren't just a lucky fluke.



ARENA FIGHT

OPPOSING TEAM		
NAME	JOB	LEVEL
MATSU	ADEPT ROGUE	33
BEKUNAI	TRIBAL GRAPPLER	32
YOSUKE	TRIBAL GRAPPLER	32



Your opponents may still be slightly higher than you in level this time around, but it should be a much closer fight, especially since you have three members in your party. For this reason, unless the tide really turns against you somehow during the fight, try to take out the other two team members first, maximizing your gains from the fight.

Much like the fight against Bordeaux, this fight is interrupted partway through, but it's not to break out your Avatar and end the battle. This time when Matsu feels he's getting the worst of the fight he stops to switch from his twin swords to a powerful broadsword, changing his fighting technique mid-stream. The trigger for this is knocking Matsu down to half his HP.



Your own weapon of choice can be either twin blades or a broadsword, depending on the strength of your equipment and your own fighting style. Since you're relying more on Counterattacks for your Rengeki Attack opportunities this time the speed of the twin blades isn't quite as important, but it's still nothing to sneeze at.

The strength of the broadsword might come out a bit on top this time around, knocking your enemies' health down significantly with each strike.



As with previous Arena fights keep an eye on the entire field for Counterattack opportunities. Go more on the offensive than you did with Bordeaux, hunting down Matsu's allies one after the other to wear them down with relentless attacks. Don't neglect defense though, especially as all three enemies hit very fast. You don't want to give them a chance at a Rengeki Attack, after all! Once Matsu switches weapons be even more careful not to get hit by his normal strikes, since they hurt, but take advantage of his slower speed to really make him suffer. Despite the dramatic switch-over, his second weapon doesn't really make the fight more dangerous overall than it was to begin with.

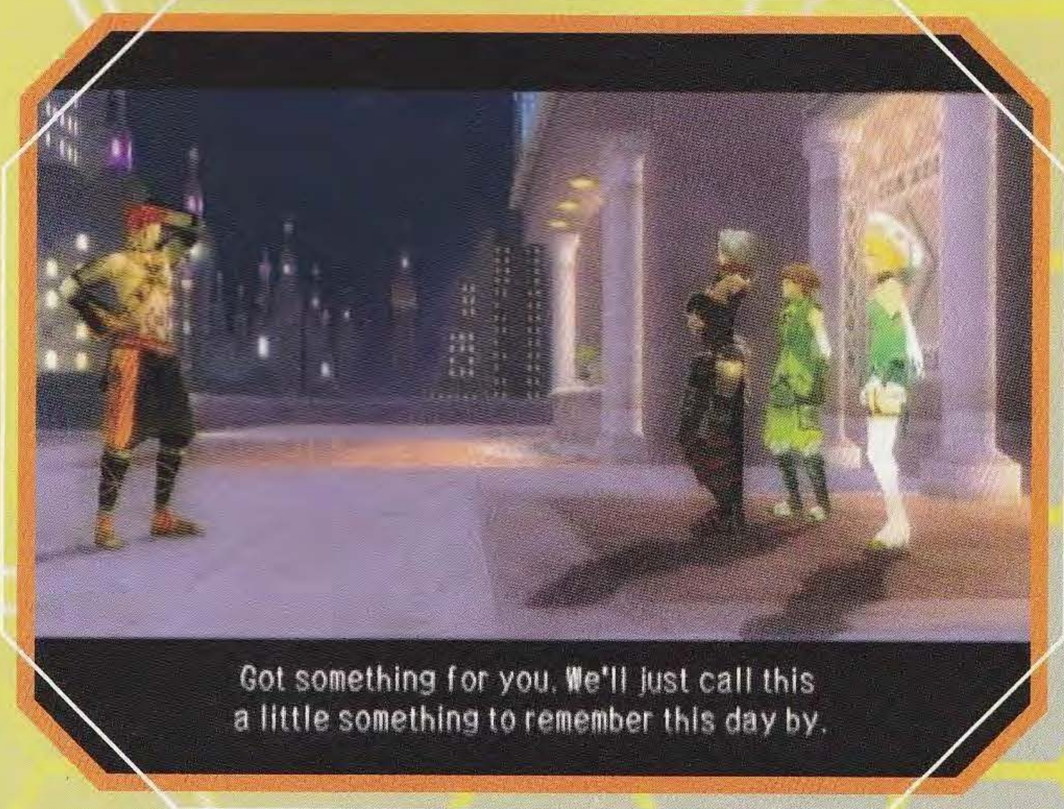


While the enemies have no dedicated healer with them, Matsu can use the Repth spell, but with your offense you should be able to overwhelm the amount of healing he can do. In a way this works in your favor, since even this light healing spell gives you one more chance to make Counterattacks on Matsu. Once Matsu's HP fall to zero, the fight is over, with Team Haseo the victor.



With the fight over, enjoy the cut-scenes resulting from your victory, including some more machinations between members of the Moon Tree guild. In the process, Haseo gains Matsu's Flame Sword, a powerful level 32 broadsword. This is a strong weapon, but its high rarity means that you can't use your guild's alchemy to strengthen it.

Unfortunately, while you gain a strong item, you've also got personal problems that will have to be dealt with sometime down the road. For now though, there's not much that you can do other than log out to check your mail.



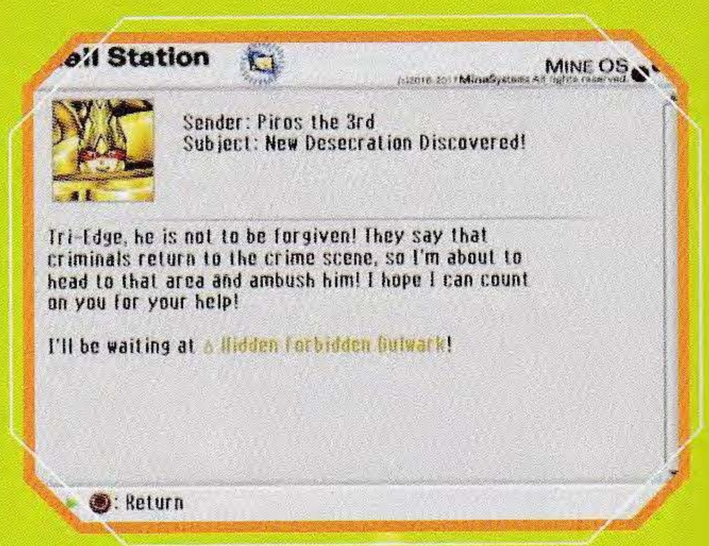
PRIDE AND PUNISHMENT

What Haseo has gained in prestige and power, he's in danger of losing through pushing people away from him. As he struggles to climb even higher in the Arena and reach his various goals, he's also starting to struggle with the results of his abrasive personality, and must find a way to his own path before he pulls everything down around him.

[AMBUSHES

The new message that caused the latest notification is from Piros the 3rd. It is about a new discovery of one of Tri-Edge's symbols. He gives you the keyword Δ: Hidden Forbidden Bulwark, and asks you to join in investigating the area. Before you do so, check the Apkallu Forum to pick up new desktop images, quite a large number of them this time.

After returning to The World you cannot invite anyone to your party, so go ahead and warp into Piros' special area all by your lonesome.

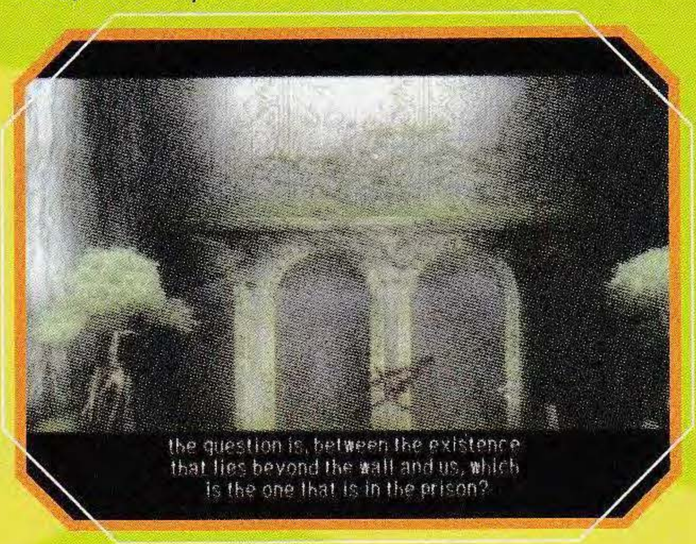


RECOMMENDED PARTY: HASEO

AREA VITALS
KEYWORD: Δ: HIDDEN FORBIDDEN BULWARK
AREA TYPE: SPECIAL



The new zone is one of the special "Lost Grounds" known as Morrigu Barrow Wall, and as you see in a cut-scene it's of interest now to more than Haseo and Piros. The other intruders don't stick around for long however, leaving the coast clear for Piros to warp in followed closely by Haseo.



Once inside the area, Piros gets the bright idea to wait in ambush for Tri-Edge to return to the scene of the crime. The downside to this plan is that you have absolutely no idea how long that may be, if he even does return. Speak to Piros multiple times, and Haseo finally decides that his time is better spent elsewhere. Use the Platform to return back to Mac Anu.



As soon as you arrive back in town you receive new email, so log out temporarily to check it. This time it's from Antares asking you to meet him quickly in Lumina Cloth, so return to the game and switch over to Ω Server.

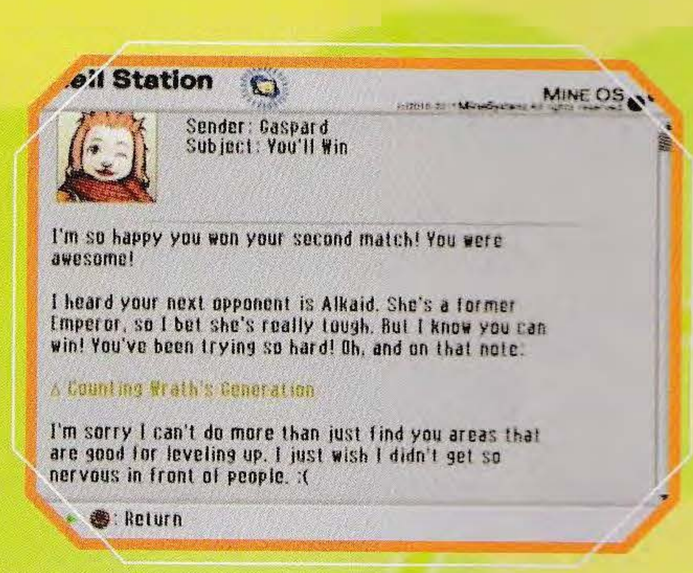
As soon as you leave the Chaos Gate you are greeted by Antares, who shows you something of interest. Run to the north side of town, along the steps leading to the balcony in the rear of the Arena, to eavesdrop on a conversation between two of your rivals. After the conversation Haseo is feeling a bit cocky, but Antares helps to take the wind out of his sails, pointing out that he's trying to get by on pride alone, never a good strategy. Of course, whether or not any of this sinks in remains to be seen.

With the conversation over, it's time to check your mail once again. Log out, and return to your desktop.



[CANARD TOGETHER AGAIN

As was the case with your previous match, Gaspard has come through by sending you the keyword for a new area, useful for toughening up your characters. You also receive the official notice from CC Corp about the semi-final round, along with one more mail from Silabus mentioning a new Quest Shop mission. Read them all, then return to the game to get moving on your next preparations.





The next time you log in and check your party, it looks like Atoli is offline for some reason. Whether she's still angry about the previous match or something else has come up, it's bad timing with the next tournament on the way.

For now add Silabus and Gaspard to your party, since Atoli isn't available (and since Gaspard will be useful against some of the upcoming monsters). Even without your Harvest Cleric, it's time to get some experience before the upcoming match.

RECOMMENDED PARTY: HASEO, SILABUS, GASPARD

AREA VITALS
KEYWORD: Δ: COUNTING WRATH'S GENERATION
AREA LEVEL: 34
ITEM LEVEL: 35
ELEMENT: WATER
AREA TYPE: FIELD
WEATHER: SUNNY
MONSTERS
CHICKIE DADA, GOBLIN ABYSS
RATINGS
SURPRISE ATTACKS/ENEMY PARTIES: 8
TREASURE BOXES OPENED: 4
DESTROYED OBJECTS: 6



The first island in this field is small and fairly simple—it holds only Chim Chims on their trees, two breakable items, and the Mecha Grunty, except for one group of enemies just before the bridge leading east. After you've cleared everything else take on the enemies before crossing the bridge.



Your foes in this field are the Goblin Abyss, which you've fought fairly recently, and the Chickie Dadas, a tougher version of the Chickies. These second monsters again have the blue flight bar that you must get rid of before doing much HP damage to them, and unfortunately your broadsword doesn't cut through the extra bar it like it does for most armored monsters. Your best bet for a quick and clean battle is to use weapon Arts to slice away at the bar quickly. Use Rengeki Attacks to build up experience, and add Morale for the Demon Awakening which is good against these foes. If you use this strategy, twin swords have an edge over the broadsword from their quickness of attacks. Gaspard is useful against these as well, just as with the Chickies, since his spells help to strip away the flight bar quickly. Against either type of foe, make sure that you keep a close eye on everyone's health and use healing spells and items as needed, since Atoli isn't with you to nurse your wounds.





The second island is even more bare than the first. A tree grows to the northeast of the plateau, while the only other thing of interest is a group of bridge guards watching over the southern bridge. Collect the Chim Chims or pass them by, then fight off the next foes to reach the third island. Here things pick up a bit—run up onto the plateau to break open a barrel, then run down the west coast to destroy two sets of monsters, one guarding a chest, and the second near another barrel. Now, circle around to the east coast where you find the area's Lucky Animal, another chest, and its guards in the southeastern corner. When you're done, cross over the final bridge, to the south.



Just across the bridge you fight another set of guards. When they have been defeated, run along the west coast of this small island to fight two more sets of enemies, the first guarding the third chest and the third Symbol Fragment. Run to the southeast of the plateau to kick upon a barrel near the Platform, then destroy another to the northeast of the island. Now your way is clear to return to the Beast Temple to the east of the previous island and enter its open doors, to claim the chest waiting there. As always, leave the temple now and return to town, your task complete.





[HOLLOW VICTORY

With your levels and equipment buffered a bit more by the last field, it's time to face the music. Drop Gaspard from your party and take any anti-Poison equipment you have out of storage, equipping it onto your characters. Go with just Haseo and Silabus to Ω Server, and approach the Arena's registration counter. Choose the tournament option, and now all you can do is wait…and hope.



Just shortly before the match starts, Atoli appears, even more breathless than usual. If she's still upset with Haseo she's not showing it for now, but makes her excuses as the loudspeaker calls for Team Haseo to get a move-on.

Your team now makes its way into the locker room, and from there you should use the Warp Point to enter the Arena. The fight is against Alkaid's team this time, and as she's a former Arena Emperor, it looks like it's going to be a tough one.

ARENA FIGHT

OPPOSING TEAM		
NAME	JOB	LEVEL
ALKAID	TWIN BLADE	36
MIKA	TWIN BLADE	35
LUCA	TWIN BLADE	35

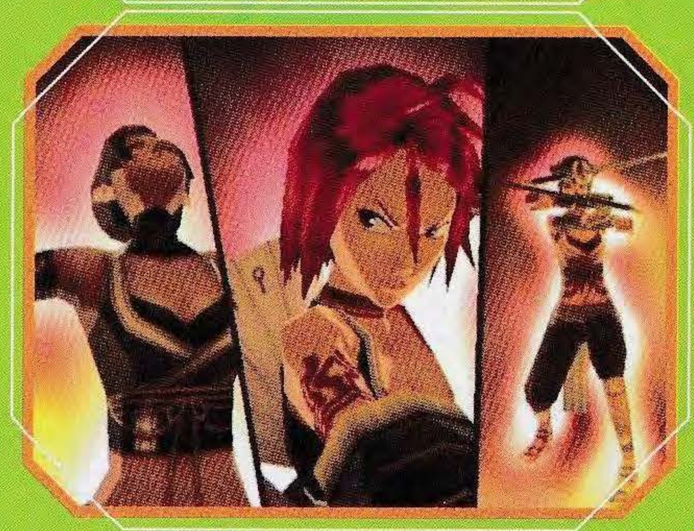
The opposing team is made up of all Twin Blades this time, which means they're fast and you're in danger of being broken for Rengeki Attacks if you're not careful on defense. Use your own dual swords for quick, careful attacks, and be ready to block at the slightest provocation. You may end up with the Poison status if you let an attack slip through.

Unfortunately this fight doesn't end in the normal fashion, so there's no use in trying to take out the other two Twin Blades first. Defend against them, and carefully attack Alkaid as you get the opportunity, mostly using Counterattacks to get at her. Don't use Arts otherwise, or the former Emperor will almost always use her own counter against you. If you can get up enough Morale to use an Awakening, it should turn the tide in your favor.











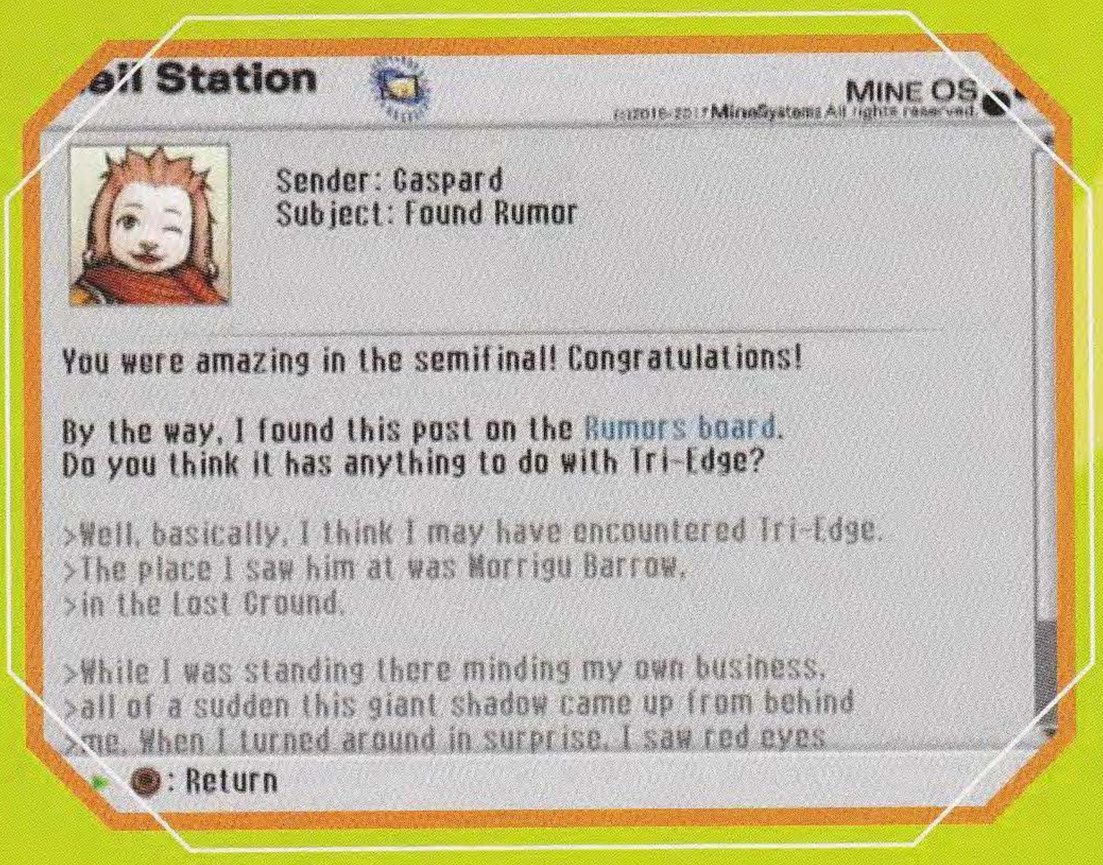
Once you get Alkaid down to half her HP, the fight takes a nasty turn. Unwilling to lose, the Twin Blade calls up a Beast Awakening of her own, badly damaging your team without the ability to stop her, or fight back.

At this point the final cut-scene of the fight begins, as Haseo gives in to the inevitable, and pulls out his trump card to claim the victory. He's one step closer to being able to face Endrance in the final match for the title of Emperor, but he's also made a vicious enemy of Alkaid in the process–and driven a comrade into a corner, to boot.

[UNEXPECTED VISITORS

With the fight over, your Desktop awaits. You've received more mail, so go check it. This message is again from Gaspard, but this time he's not sharing a handy area for leveling up. He's seen a message on the Rumors board about Tri-Edge, and gives you the scoop. It looks like the area is the same place you left Piros the 3rd, so it bears investigation.

Read the thread in question on the Rumors board for yourself if you like, and otherwise enter The World and go alone back into Morrigu Barrow Wall, back on Δ Server.

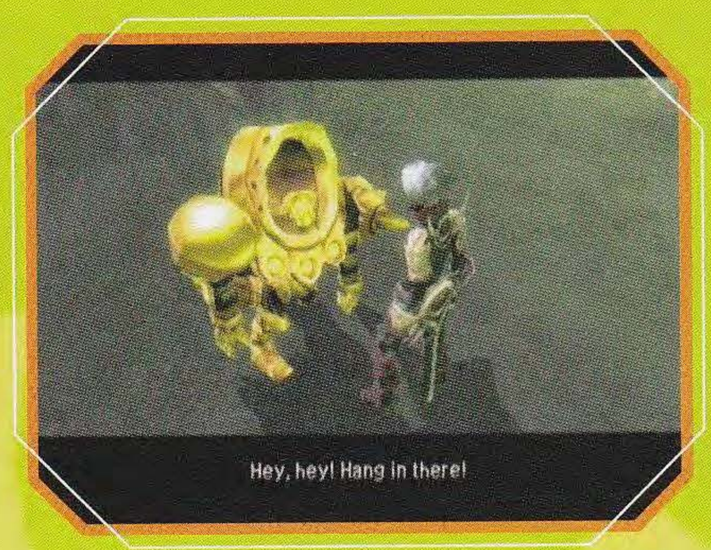


RECOMMENDED PARTY: HASEO

AREA VITALS
KEYWORD: Δ: HIDDEN FORBIDDEN BULWARK
AREA TYPE: SPECIAL

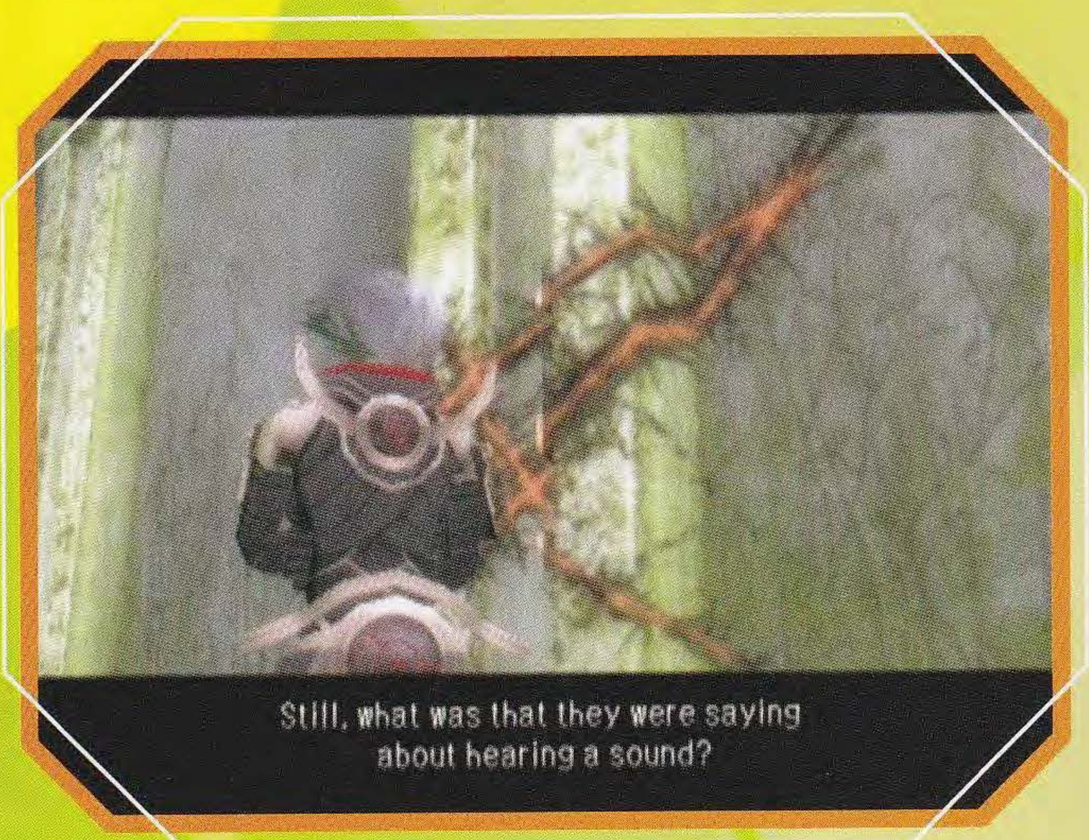


At first the area seems completely empty, but Haseo soon realizes that he's not alone. Piros is still there but not responding to the Adept Rogue. At first Haseo fears the worst, but it appears that there may be a less sinister explanation.



Just as Haseo's about to leave the ever-vigilant Piros to his task and return to town, an unexpected pair of guests drops in. This particular area has apparently raised the interest of even more people, whose motives remain unclear for the moment. Haseo watches from his concealed location, not understanding much of what's going on.

When the coast is clear, Haseo decides it's past time to leave, to check his email before the upcoming match against his colleagues of G.U.



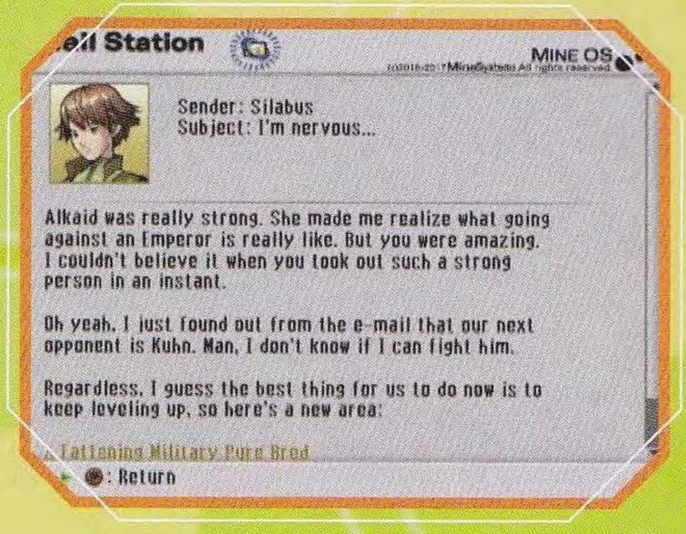
FALL FROM GRACE

With the other teams fallen before him, Haseo and his comrades must fight the other members of Project G.U. in order to reach the title match against Endrance. Even if they can prepare well enough to win, what will the cost be? What will happen to the already-fragile bonds that Haseo has forged with others?

[ELEPHANTS ON PARADE

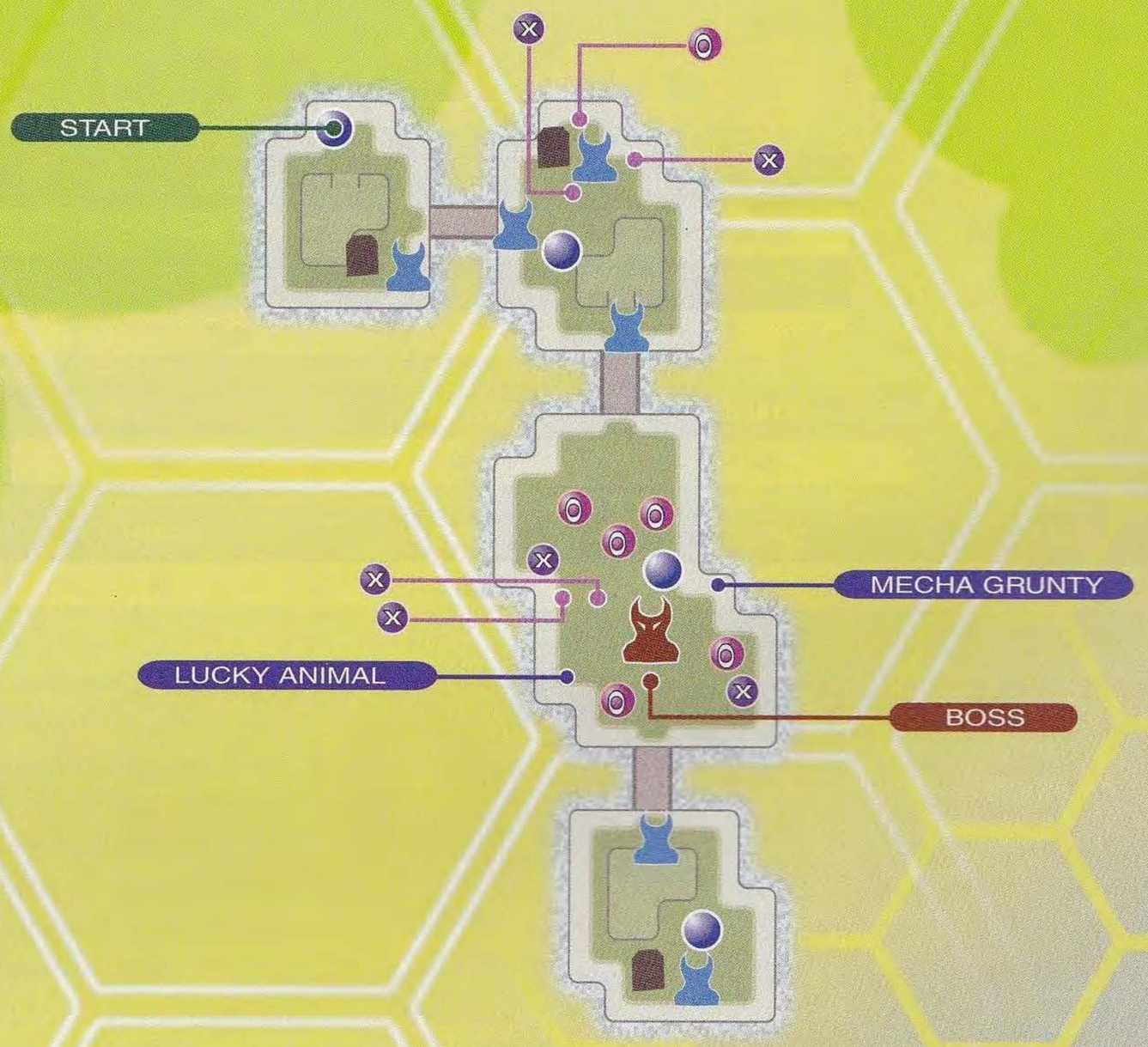
When you check the mail, there is a suggestion of an area to gain experience. It is not from Gaspard as usual, but from an anxious Silabus who is hesitant about fighting his former guild master. The official notice from CC Corporation has also arrived, informing you that your next match is indeed against Kuhn and friends. Not exactly a delightful prospect. Check the Olm Shell topic in the forum once more, where you find yet another pair of keywords posted to help people locate particular items.

Return to the game and check the Chaos Gate, where one forum area is notably lower in level than the other two. Δ: Counting Heretic's Frog Lake, the area said to hold the Water Altair item. Invite Silabus and Atoli for another round of experience-gathering, and enter the area.



RECOMMENDED PARTY: HASEO, SILABUS, ATOLI

AREA VITALS
KEYWORD: Δ:COUNTING HERETIC'S FROG LAKE.
AREA LEVEL: 28
ITEM LEVEL: 29
ELEMENT: WATER, EARTH
AREA TYPE: FIELD
WEATHER: TWILIGHT
MONSTERS
CARRIE, RUE ZIGER, TRUFFLE
RATINGS
SURPRISE ATTACKS/ENEMY PARTIES: 7
TREASURE BOXES OPENED: 3
DESTROYED OBJECTS: 6



You start out on a small island and only one set of monsters guards a trapped chest in the southeast corner. Your foes this time are Carries and Truffles, both of which you've fought fairly recently at a slightly lower level, so you should have them well in hand now. The Rue Ziger also appears occasionally, a higher-level version of the Fang monsters you fought early on. Watch for the area-effect Sleep attacks of the Truffles and the Water-based attack spells of the Zigers, but these fights are no real threat. Use your broadsword to cut a path through them quickly and forge onward.





Cross over to the second island to find another set of monsters guarding the opposite end of the bridge. Destroy them to pass through and go to the north part of the island. There is a tree here with two barrels to break and another set of chest guardians that are all in close proximity. The only other things of interest are the monsters guarding the bridge to the south. When you are done on this second small island, take them out.



The boss of the field is on this third island facing north. As you approach the southern section be careful, unless you want to go ahead and fight it before finishing the rest of your exploration. The north side of the island holds three Chim Chim trees grouped close together, with three barrels to the south and west, one of them directly in front of the boss. Hold off on it for now. The Lucky Animal for the field wanders to the huge monster's southwest, with the Mecha Grunty to the east, and two more trees and a barrel scattered around the southern part of the island behind him.

Quickly, run over the southern bridge to defeat one more set of bridge guardians on the other side, then continue around to the southern tip of this last island to fight off a final set of foes to claim the object from their trapped chest. With that finished, return across the bridge and sneak up behind the giant elephant-shaped boss. You can get in a surprise attack to start the battle.

DON ELEPHANT

SKILLS
HEAVY FLAIL, EARTHQUAKE
REWARD
HOLY ATTIRE

SIZE	LEVEL
L	32
HP	**SP**
1537	239

ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE
88	59	18	40

FIRE	WATER	WIND	EARTH	LIGHT	DARK
12	12	11	15	12	13

Since your levels are a bit elevated for the current area, this boss battle isn't tough. The foe does have a high attack value and a good number of hit points, but it shouldn't be enough to prove a real threat, just a hindrance.



If you have a high-level pair of twin swords that you can equip, such as the Spin Axe, equip it. This is the best choice against the boss. They allow you to do good damage and still rack up fairly quick combos, so that you reach Rengeki Attack levels without much difficulty. One or two of these special attacks, and the enemy can't hold out any longer.



DON ELEPHANT CONT.

While you're attacking, watch for the foe to lift both front feet off the ground and slam them back down for an area-effect wave of damage. Even at your current levels, this can damage Atoli if she's close by, but she should be able to heal herself back up quickly. Keep an eye on her HP just in case. Block this and the slow normal attack that is telegraphed by the boss when it pulls one front leg far back, ready to smash it into a party member.



When the fight is over make sure you collect the item from the last barrel that had been sitting in front of the boss. Take the platform to the north to leave this zone and move on to bigger and better things.

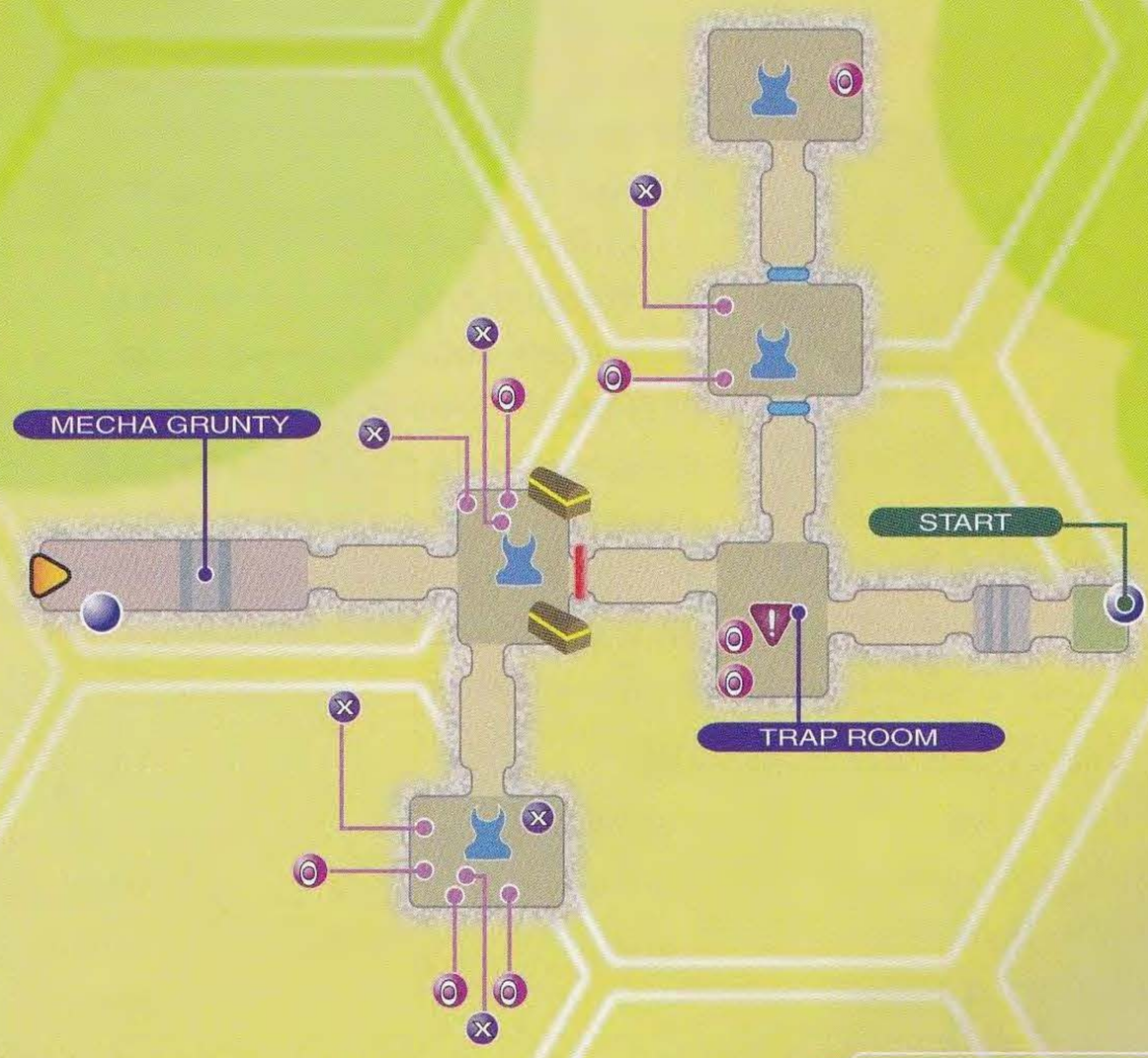
[GETTING THE AXE

The next area in line is the one recommended on the same thread as the previous area, this time for a chance to receive an Ill Axe as a reward. Your main goal is the experience, although good weapons and equipment are never a bad thing.

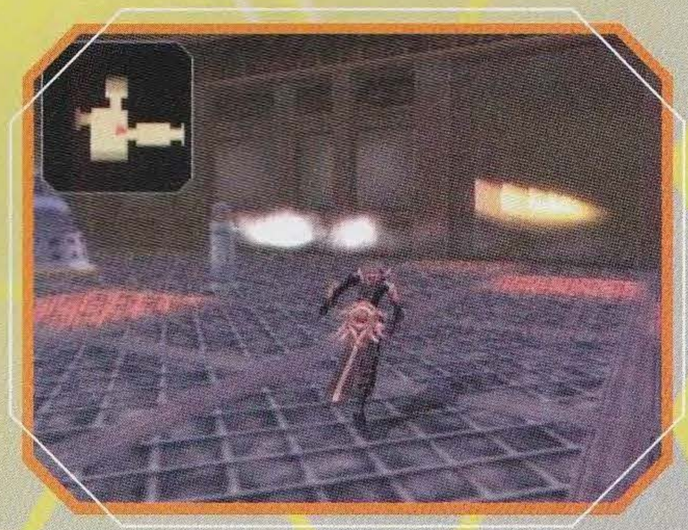
RECOMMENDED PARTY: HASEO, SILABUS, ATOLI

AREA VITALS
KEYWORD: △: BELOVED SWIFT ALGA GRASS
AREA LEVEL: 34
ITEM LEVEL: 34
ELEMENT: WATER
AREA TYPE: DUNGEON
WEATHER: TWILIGHT
MONSTERS
CHICKIE DADA, FAT LANCER, GOBLIN ABYSS
RATINGS
SURPRISE ATTACKS/ENEMY PARTIES: 10
TREASURE BOXES OPENED: 6
DESTROYED OBJECTS: 11

DUNGEON, B1



When you warp into this zone you enter another of the mansion-styled dungeons, the first in a while. Run down the first hall to find a room that is full of traps. Pick your way around the heated tiles in the floor toward the north side of the room, and wait for a jet of steam to stop before crossing to the exit while the tiles are cool.





As soon as you cross the threshold of the next room the door slams shut, proving to be yet another trap. Defeat the monsters in the room before unlocking the doors, using the Fuel Tank to the southwest corner.

Enemies are the familiar Goblin Abyss, still dangerous due to its powerful and inhibiting attack spells, and the Fat Lancer. These large enemies are the physical muscle to match the Goblin Abyss's magic. They're armored, with the red bar under their HP, and wield large heavy lances. Luckily, they're also as slow as molasses, and a strong broadsword takes care of their armor handily. The only attack that you should really watch out for is their ability to charge up and unleash a fast series of lance strikes that knocks you back and out of the fight. Along with their slow speed, these enemies have a low threshold of attacks before you reach Rengeki Attack stages, so even with your slower broadsword you should have plenty of opportunities for this special experience-increasing attack.

When you destroy the enemies and unlock the door, collect the item from the jar in the northwest corner before continuing through the next exit to the north. At the end of this passage you reach a dead-end room that holds one more set of enemies. Fight them for the experience, then return to the trap room at the start of the dungeon. This time, pick your way along the northern-middle section of the room toward the western exit.



At the end of this next hall you find a Chim Door. Unlock it to reveal another set of monsters, along with two chests along the near wall (the southeastern one trapped) and two jars in the northwest corner. With the room clear, first take the exit to the south to reach another dead-end room with one set of enemies, three jars, and various Chim Chims. Return to the previous room and take the western exit to find the dungeon's Mecha Grunty location before you reach the exit to the next dungeon block.



DUNGEON, B2



The first room that you enter slams the doors shut upon you again, and this time the Fuel Tank to open them is along the western wall rather than in a corner as usual. Aside from the trap and its release, this room contains the usual set of foes, along with a chest and two jars. On this second floor the monsters may once again include the Chickie Dada foes, so be ready for a longer fight when you run across them. Once you've opened the doors continue through to the east to find another set of monsters alone in an otherwise empty room.

With two directions to choose from, take the eastern exit to find a well room holding the Lucky Animal of this dungeon. Kick the Chimera to gain its assistance in the next four fights, then continue east to open a locked Chim Door and fight off another group of foes, using the first of the NPC's blessings.





Return through the well room to the previous intersection and turn north to explore the next passage. Here you reach another room with joining paths, along with some enemies. Fight them and collect the items from the two jars in the room, then kick open the bucket for more Chim Spheres. Take the eastern exit from here to reach a dead-end room, and another group of foes to give you experience points.

Now, you're on the last leg of your adventure. Return to the previous room and this time turn north up the passage, reaching a room with two chests and the normal group of monsters inside, along with a jar and another bucket full of Chim Chims. With the room clear, go east through two Chim Doors in a row, where you find the Beast Temple. Collect the offering before you use the Platform to return to town.



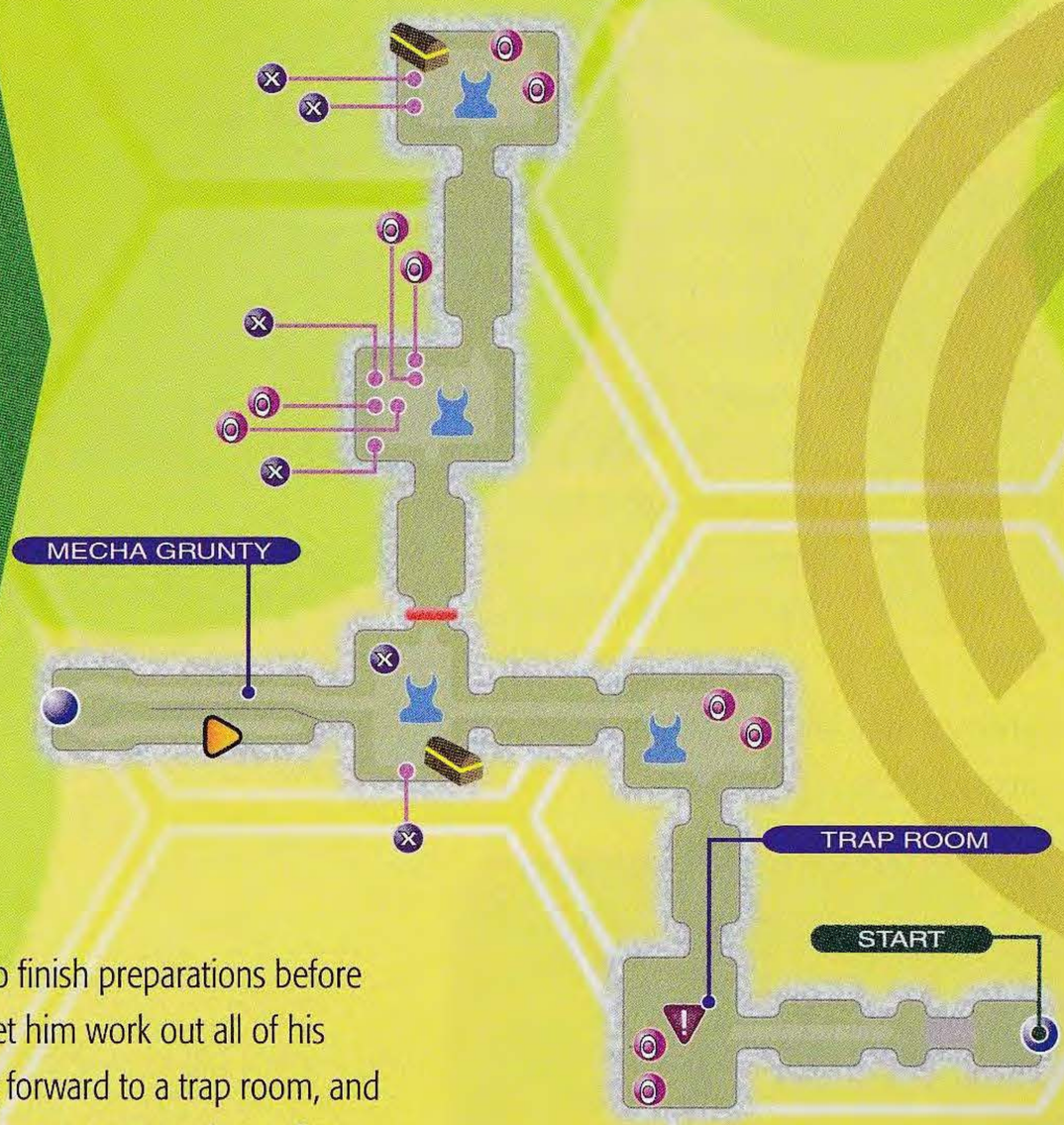
[WORKING OUT ANXIETY

With one final new area on the list of bookmarks, it's not hard to know where to go next. Prepare your characters for a long dungeon, then enter the area to begin exploration.

RECOMMENDED PARTY: HASEO, SILABUS, ATOLI

AREA VITALS
KEYWORD: Δ: FATTENING MILITARY PURE BRED
AREA LEVEL: 36
ITEM LEVEL: 37
ELEMENT: FIRE, WIND
AREA TYPE: DUNGEON
WEATHER: INDOORS
MONSTERS
CHICKIE DADA, HOLY EATER, ZAN JUGGLER
RATINGS
SURPRISE ATTACKS/ENEMY PARTIES: 15
TREASURE BOXES OPENED: 9
DESTROYED OBJECTS: 17

DUNGEON, B1



This area was given to you by a nervous Silabus to finish preparations before fighting Kuhn, and it's hopefully long enough to let him work out all of his stress and fear before the match. Start by running forward to a trap room, and turning right to take the only passage north to the next room, and your first enemies of the area.

This time foes include the recently familiar Chickie Dada, and the Zan Juggler, an upgraded version of the Bezel sword-like enemies you've fought in previous battles. They hit hard but have the same type of attacks and patterns as the lesser versions, so you should know how to handle them. Again, if you have the stronger, higher-level twin blades that you can equip at the moment, use these for their swift attacks and higher chances of reaching Rengeki Attacks.





With the first enemies under your belt, continue through the western exit to reach a room with the dungeon's first intersection. Here you find more enemies, a trapped chest, and two mushrooms to kick open for their items. With that done, unlock the Chim Door to the north and step through that passage two reach two more rooms in a row, each with one monster and a whole handful of items, as well as some of the giant mushrooms that drop Chim Chims when you kick them.

With the northern branch completed return to the intersection and run west, where you find the Mecha Grunty for this area. After you take care of him continue west to reach the exit leading to the next level.



DUNGEON, B2

Once on the second floor, run forward to greet another monster group, as well as a mushroom to kick open and one to collect Chim Spheres, just as the doors slam shut around you again. Once the fight is done open the doors using the Fuel Tank to the southwest corner, then continue to the east to find another set of foes, this time with a chest to the north.





Now that you face another intersection, open the Chim Door to the east and collect the money from the Lucky Animal in the next passage, beside the Platform. Continue east to find one more group of foes in the next room before returning to the intersection, this time going south. Fight off the next enemy party and collect the chest item in the northwest corner, then from this current intersection go south.



Along this route you enter another room with a monster and a chest, this time to the southeast, followed by two Chim Doors and a last dead-end room. This room holds another set of enemies, along with five mushrooms scattered around the room. When you've cleared everything out, return to the latest intersection and take the western exit to reach the ramp down to the bottom level of the dungeon.

DUNGEON, B3



You reach your first obstacle on this lowest level in the form of a trap room. First, turn left and run around the various spikes in the floor to take the northern exit from the room. You soon reach a room with another monster battle, along with a chest, a giant mushroom, and three breakable mushrooms.

Now the monster fights may pit you against the Holy Eaters, a more powerful version of the Angelic Gores from mid-way through the game. These large and nasty foes are much like their younger cousins in their attack patterns, with both hefty normal blows and hard-to-stop charged attacks. They have the addition of an occasional Repth spell as well. They don't tend to use it often, but it's still an unwelcome development. Your twin blades may give you a bit of an edge here, allowing you to attack and block more quickly as needed, and giving a higher chance at Rengeki Attacks. When the enemies charge up an attack block until they're done, or interrupt them with an Art of your own.





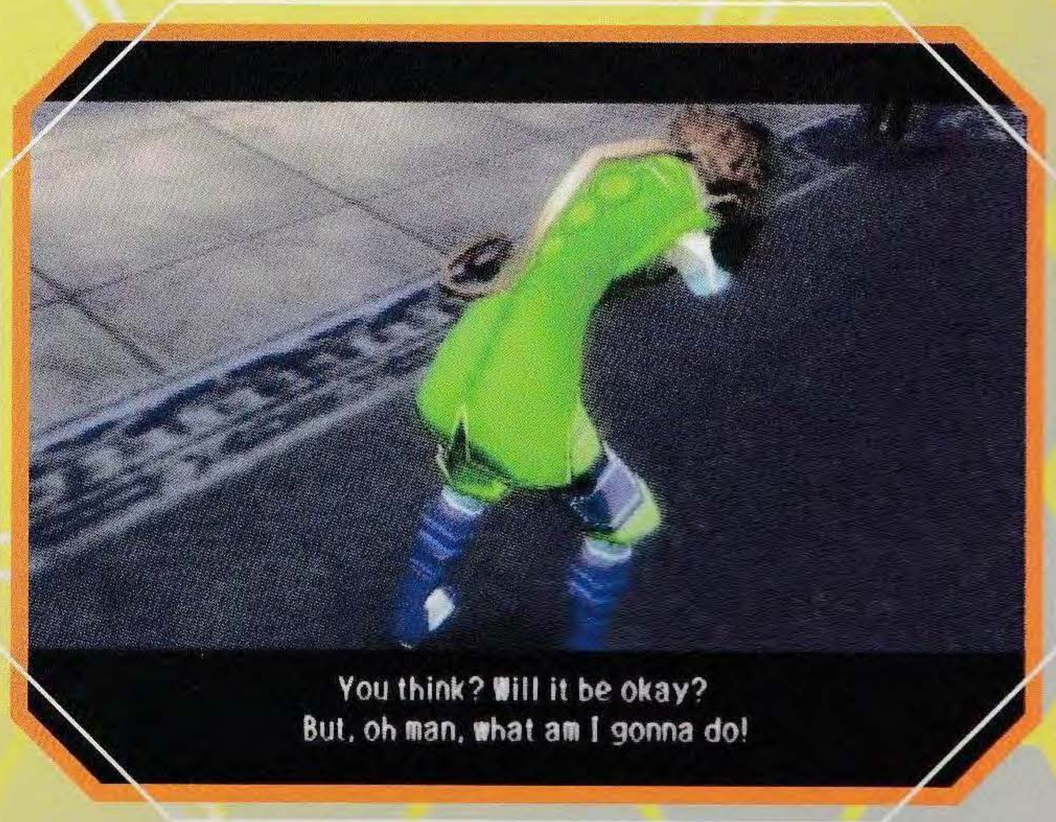


When you've taken care of everything, return to the trap room to choose your next destination. Turn to the east and pick your way across to that exit, where you soon reach another enemy battle. When the monsters are gone take the only passage north to reach a Chim Door, followed by another fight. One more Chim door down the eastern passage guards a dead-end room with another set of foes. Collect all of the experience points along this side track, then return to the trap room to take the final passage.

Unlock the door to the south and go through the following passage to reach, a final set of monsters along the way. Fight them, then collect the rewards from two breakable objects and two chests(the western one trapped), and kick the Chim Chims from the giant mushroom before continuing to the east. Here one final Chim Door guards the Beast Statue, and its prize.

[CANARD VS. RAVEN

When you're done increasing your all-around strength, transfer to Ω Server and once more step up to the Arena's registration desk. Once you're done studying up on your opponent in the locker room, activate the Warp Point for the cut-scene leading into the fight. Silabus is nervous about fighting an old trusted friend, but in the end, he pulls through for the team and you set off together for victory.

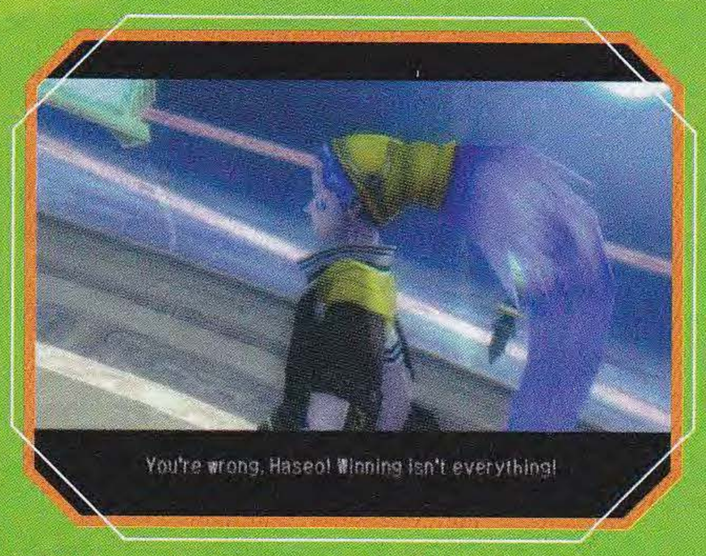


ARENA FIGHT

OPPOSING TEAM		
NAME	JOB	LEVEL
KUHN	STEAM GUNNER	41
PI	TRIBAL GRAPPLER	41
ANTARES	BLADE BRANDIER	41



foes you've fought, Kuhn is especially skilled at picking off Haseo with a counter if he uses Arts other than Counterattacks or Rengeki Attacks, so be careful of that.



Although your opponents this time around are difficult, after your latest training sessions you should be up to the task. As with the fights against Bordeaux and Alkaid there isn't a standard end to this fight, so there's no reason to hold back against Kuhn and pick off his allies first. Go straight for the Steam Gunner, and don't let friendship get in your way.



Other than Counterattacks use normal attacks when you can, but pay more attention to defense. With such quick attackers against you, Pi especially, you may end up the victim of a Rengeki Attack if you're not careful and let too many strikes slip through your defenses. Don't be too lax on your offense, since all of your opponents can use Repth to heal themselves or their comrades-in-arms.



You can't match Pi's speed even with your twin blades, so you don't need to try–wield either twin swords or a broadsword, whichever you have that's more powerful at the moment, or matches your style of combat best. Skill is more important than raw power, so focus more on the fight itself.

As before your main purpose is to watch for Arts, so that you can Counterattack. Keep an especially close eye on Kuhn–while Pi and Antares tend to fight Haseo one-on-one a lot, as team leader, Kuhn can be fighting an ally then turn one of his long-range Arts upon Haseo with little warning. Use your camera to keep an eye on him, even as you're pinned down by his teammates elsewhere. Like other

Once Kuhn reaches half his HP, the action stops briefly for a cut-scene, but soon starts up again. Continue fighting as you were before, and once you drop Kuhn down to nothing, the normal Arena fight ends for good. The action doesn't stop here however–fed up, Haseo calls for his Avatar Skeith, but this time his opponent isn't blind and helpless. It's Kuhn, who has an Avatar of his own–Magus. The senior G.U. member calls up his own ally, and battle is joined.





MAGUS

SKILLS		
NAME	DAMAGE	NOTES
NORMAL SHOT	25	–
LEAF GUARD	10	ONLY DOES DAMAGE WHEN YOU RUN UP AGAINST THE DEFENSIVE SHIELD
UNFORGIVING BUD	100	DAMAGE ONLY OCCURS IF YOU DO NOT DEFLECT THE THORNS AND THEY EXPLODE
FLASH OF GREEN	100	AN ARRAY OF LASERS THAT ARE HARD TO AVOID
REWARD		
GENOME DATA: PHASE 3 EPITAPH		

The Avatar battle uses the same format as those against Anna and Tarvos, although your opponent is different. ✕ allows you to slash, ● to send out a shot from afar, and ◉ enables a dash.



Magus' normal attack consists of a large swarm of green shots fired in a cloud toward Skeith. These can be avoided with a side-dash, but only if you time it well and aren't too close. If you're still within range of the attack you may take damage from more than one strike, and there's little warning that Magus is about to use it. He usually tends to fire after starting to move about again after he's been still, so watch his movement patterns and be ready to dash during this circumstance.



The special attack that Magus uses most frequently is the Leaf Guard. He summons up a large glowing shield of energy that completely protects him, allowing him to move back and forth and attack at will, without being struck in return. If you try to get too close for a melee strike while the shield is in effect, you bounce off and take minor damage. To get rid of the shield, fire ● shots at it. It takes quite a few shots to force the shield to shatter, but when it does, Magus is stunned temporarily, leaving him open to more damaging slash attacks. Just be careful while Magus does have the shield up, as he continues to attack while it protects him.



The opponent also tends to use Unforgiving Bud often. In this attack he summons up a large swarm of globes, which fly erratically around Skeith. Use your scythe quickly and repeatedly to slash these and destroy them. Speed is more important than accuracy for this attack. If you leave them for too long, they eventually explode, damaging your Avatar.



The most dangerous of Magus' attacks is Flash of Green. Here the Avatar summons a very wide array of lasers which sweep from the upper and lower portions of the screen toward the middle, then eventually back away again. You cannot avoid this simply by dashing past it, since it reaches too far. Instead, use your judgment to figure out where a gap in the lasers will be as they lower, and station yourself there. If you judge correctly the lasers pass around you harmlessly, but if you're wrong you take the damage.



Once Magus falls to a small fraction of his HP, around 1/10 remaining, the fight changes into a cut-scene. Haseo finally loses a bit too much of his control, and has to face the harsh consequences of such a slip, when he's using such a powerful weapon.

Even with such a dramatic end to the battle and such a shake-up for Haseo, his team is still the victor at the Arena, and now must prepare for the title match against Endrance. Along with receiving the genome data for Magus for use back in the Raven guild, you see a new mail notice as well, so log out to check what people have to say.

THE FINAL ROUND

With the match against G.U. out of the way, nothing stands between Team Haseo and the match-up against Endrance–except of course a little more strengthening-up. Now it's time to focus on bringing your power to its finest edge, to put the arrogant Emperor down for good.

[PREPARATIONS

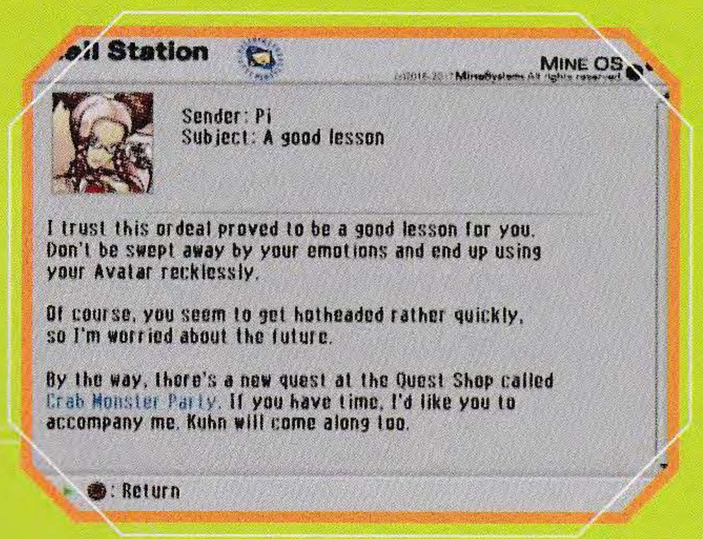
After your harrowing adventure in the Arena's finals match, return to your Desktop to check new mail. Along with various messages of congratulations and good wishes from friends, a message waits from Yata requesting that Haseo meet with him in Raven's @Home. There is one more message on "The World" forum about a quest that sounds familiar, but there's no additional information for now so log back in to The World and visit with Yata in the Raven guild, first stopping in for a quick chat with Kuhn and Pi, who are now available again to enter your party for future exploration.





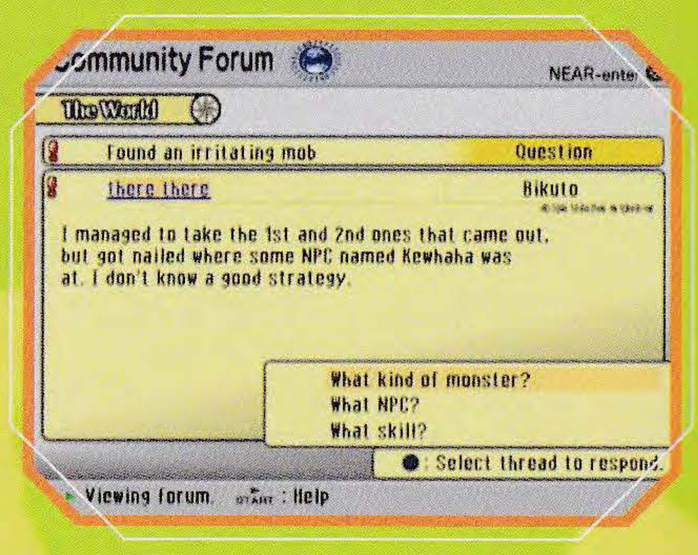
As you might expect, the reason behind this meeting is Haseo's victory in the Arena. Because Kuhn lost the match against Haseo, he can no longer fight against Endrance, which means that his assignment is now over. In order to investigate Endrance's intentions, Haseo now has to take over, since he's the one about to fight the Emperor for his title.

After the chat with Yata, return to the Desktop to check the new mail that's arrived in the time the conference took place. Kuhn and Pi have suggestions for Quest Shop missions that they'd like to go on.



This time Atoli chimes in with a useful suggestion for an area to level up in before the next match. Matsu has told her of a weapon that's perfect for Haseo in this area. Finally, there's also a new email from CC Corporation that informs Haseo of the title match against Endrance.

Before you return to The World, check the forums again because there is additional information posted in the "Found an irritating mob" thread of The World forum. This time you have the chance to respond. Give any of the three responses, asking for more information about one of three things, and post it. Choose "The World" option from your desktop. Instead of logging all the way in, stop at the gateway screen and return to the desktop. This triggers the next response to be added to the forum, which gives you the area keyword to explore. Since this should be within your level range, you might as well add this quest before your match.



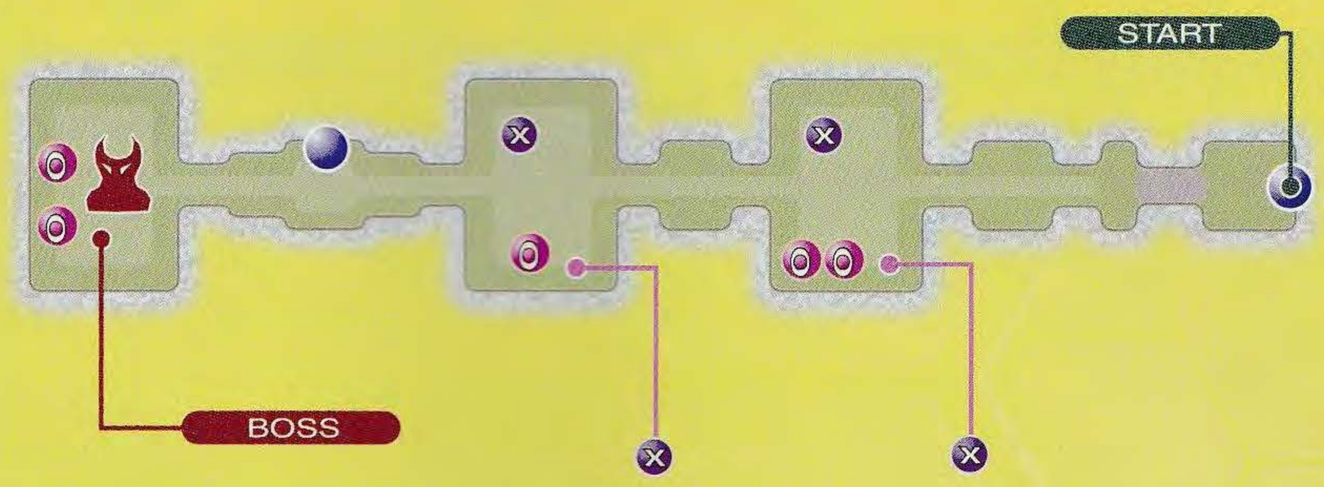
[THIRD TIME'S THE CHARM

Once you have the keyword from the forum, log all the way back into The World to make your team even stronger. The area from the forums with the "strong monsters" is actually a lower level than the one given to you by Atoli, so go there first to see the next stage in the "Mark of Offering" event, as long as you're around level 40 or so.

If you still need to do some leveling, check out a few random combinations of keywords, or work on some of the Side Quests for a bit (like the new ones just referred to in email). Once you are ready for this next area, bring along some form of poison removal and protection from fire can also be helpful.

RECOMMENDED PARTY: HASEO, SILABUS, ATOLI

AREA VITALS
KEYWORD: Δ: ENTWINED JOYOUS VENOM FANG
AREA LEVEL: 40
ITEM LEVEL: 40
ELEMENT: WATER, WIND
AREA TYPE: DUNGEON
WEATHER: INDOORS
MONSTERS
NONE
RATINGS
SURPRISE ATTACKS/ENEMY PARTIES: –
TREASURE BOXES OPENED: –
DESTROYED OBJECTS: 4



As before, the dungeon for this area is very small and simple. Kick open two mushrooms in the first room and collect what Chim Spheres you can, then move on to the second room and do the same. Through the western exit past the Platform you reach the room with the expected main event.

The NPC this time is Krewhaha the Abyss, and he's not fooling around. He summons up a group of even tougher enemies for your party to fight, then warps out as usual.



LIVING CORPSE (X3)

SKILLS
FRIENDSHIP, DARKNESS REASON, CHAOTIC BLAST
REWARD
–

SIZE	LEVEL
S	40
HP	**SP**
1058	191

ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE
84	56	67	74

FIRE	WATER	WIND	EARTH	LIGHT	DARK
18	18	16	17	16	19

There are three normal-sized monsters in the course of this boss fight, but they're even tougher than the ones you've fought before. They can also poison your characters with a successful hit (like the enemies before). Dart in to damage all the enemies at once with your first few attacks before they move apart.



Like the various Goblin types and Chickee monsters, the Living Corpses can whistle to summon up more allies in a fight, so once the enemies separate work alongside Sillabus to take each one out as quickly as possible. The normal enemy attacks aren't too dangerous, but with three high-HP enemies to start with (and the ability to summon more) the fight can wear on for a while.

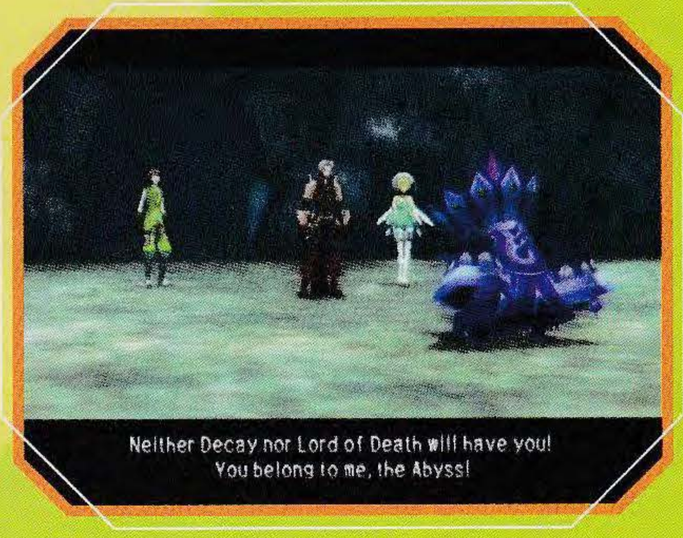


The main danger from these foes is their ability to explode. They hunch over for a moment in concentration, then self-destruct in a burst of fire that covers a small area around the monsters. This throws back and damages anyone standing too close. This automatically kills the enemy, so it's a double-edged sword.

LIVING CORPSE (X3) CONT.

As long as your party is of a high enough level you shouldn't have a great deal of trouble here, unless you let the enemies summon up too many allies and the fight wears on too long. A few Sprite Drops or even Sprite Rain items will go far to keep up your reserves, so don't hesitate to use them if it looks like things are dragging on too long.





When the fight is over the NPC doesn't act defeated as usual, but instead mocks the party with his plans that have come to fruition. He then leaves once more, so the overall event still incomplete. Collect a few last Chim Spheres from this room to bolster your ranking for the area, then run back east to the Platform to leave the dungeon.

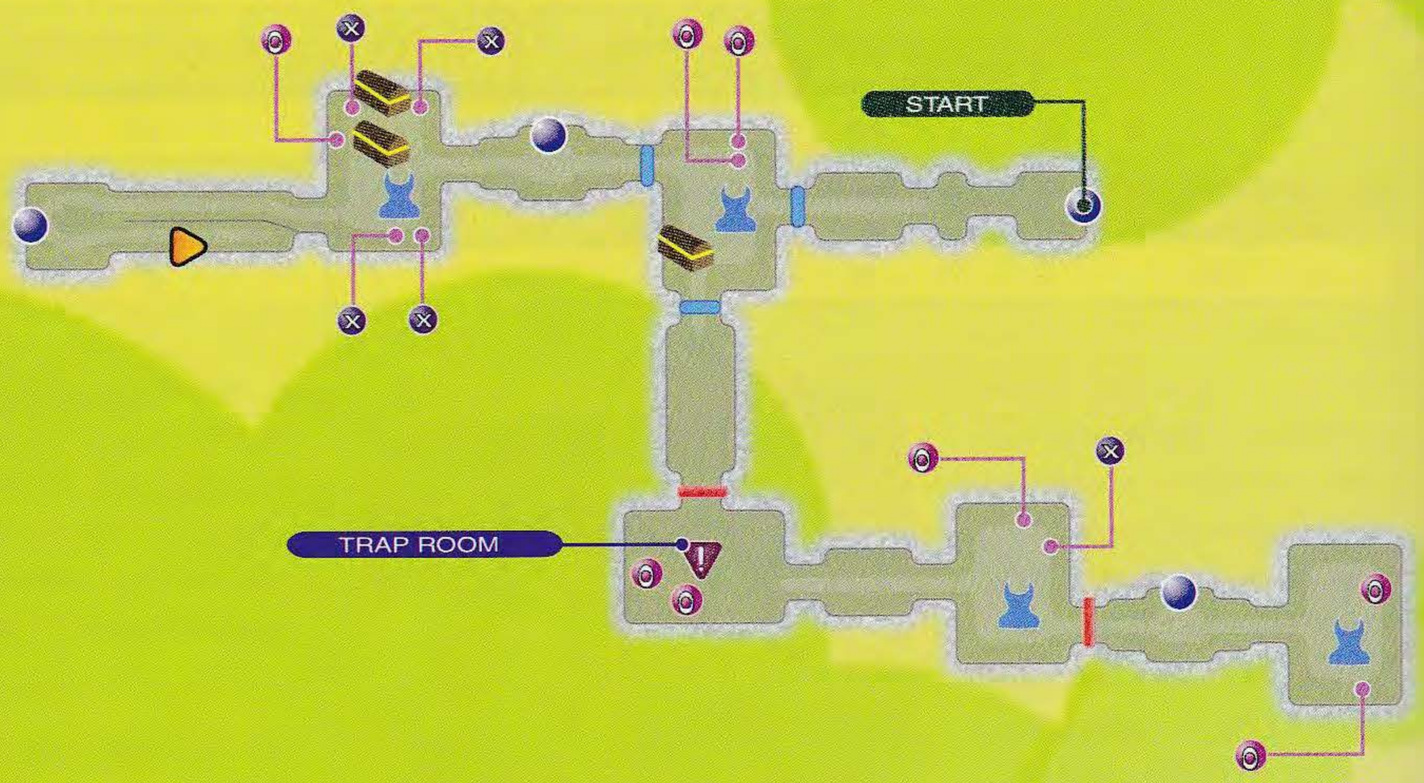
[STRONGER AND STRONGER

With another tough area to go, you're nearly ready to take on Endrance in the title match. Have a lot of SP restoration at hand just in case, and head into the last area to add the finishing touches.

RECOMMENDED PARTY: HASEO, SILABUS, ATOLI

AREA VITALS
KEYWORD: Δ: DAWNING KOURIN'S SCUD
AREA LEVEL: 43
ITEM LEVEL: 44
ELEMENT: EARTH
AREA TYPE: DUNGEON
WEATHER: INDOORS
MONSTERS
CARRIANNE, GAN JUGGLER, GOBLIN KNIGHT, HOLY EATER
RATINGS
SURPRISE ATTACKS/ENEMY PARTIES: 15
TREASURE BOXES OPENED: 10
DESTROYED OBJECTS: 17

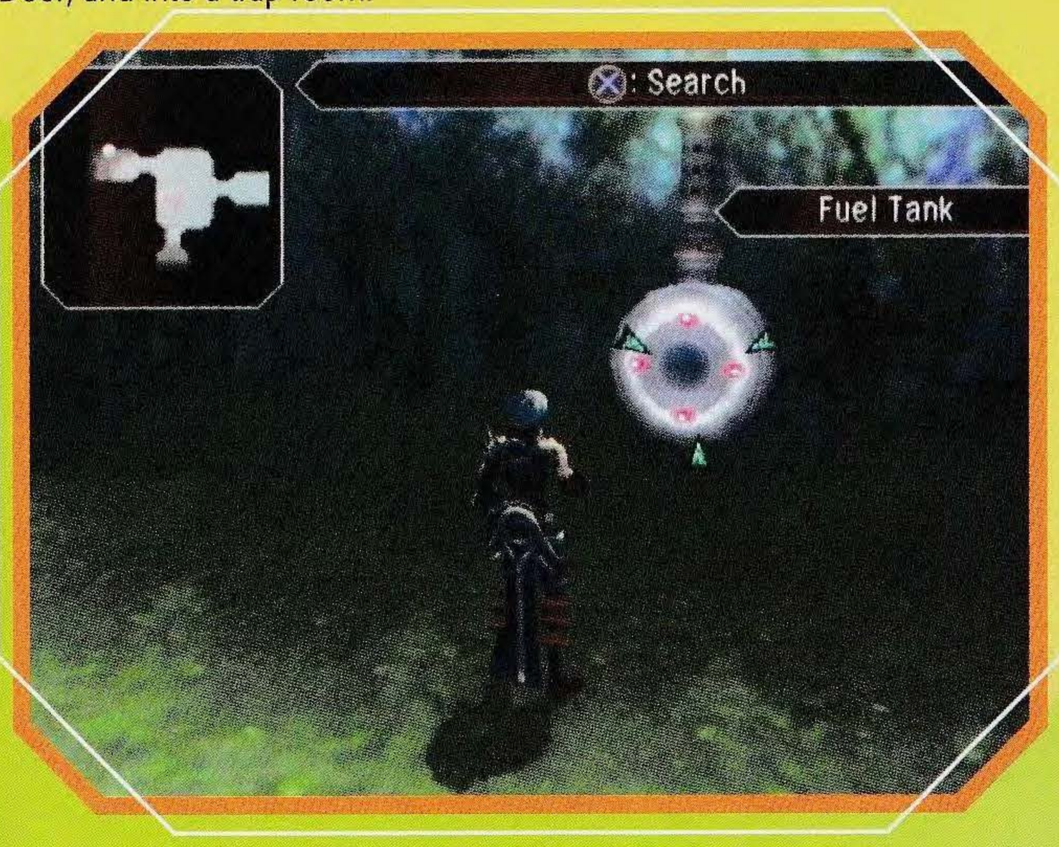
DUNGEON, B1





Inside the very first room of the dungeon the doors slam shut, trapping you inside with a group of enemies. Foes this time are again the Holy Eaters and Gan Jugglers. These are tough enemies, but at least you have fought them before. These latter monsters drop (among other things) the Earth Piney twin swords, the item that Matsu was apparently referring to when he advised Haseo to come to this area to collect a perfect weapon for him. Don't forget to equip these swords if they're better than what you're currently using.

Once the enemies are gone, collect the item from the chest in the room, then use the Fuel Tank to the west to open the doors. There is also a giant mushroom in the room to the north. If you wish, you can kick down its Chim Chims before you take the exit to the south, down a passage, through a Chim Door, and into a trap room.



Run south and east through the traps to reach the only other passage out, along the eastern wall. Beyond here you find a short passage and another room, this one has your second monster fight. Defeat the foes and take care of the mushroom and giant mushroom in the room, then open the next Chim Door to the east. Beyond the Platform in the next passage you reach a dead-end room with one more group of foes and another mushroom.

Return to the first room of the dungeon and its intersection, and this time take the western exit. Fight one last group of enemies on this floor, collect the items from the two chests in the room as well as four mushrooms, then continue west to reach the ramp down to the next level.



DUNGEON, B2



Inside the first room of the second level you find not only a group of foes, but also a pair of breakable mushrooms and two chests, the southern one trapped. Enemies this time may include the Carrianne, a higher-level version of the Carrie monsters. These have the same attributes as the Carrie—a tough shell that you must break through first, the agility and strength that they fight with afterward, and the ability to let out a Curse status-affecting gas. They also have the additional ability to blow themselves up while they still wear their shells. They do this by lowering themselves completely flat against the floor, peering out briefly to wave, then exploding in a fiery mass that damages any nearby characters. Back off if you see them do this, and take them out as quickly as you can using a broadsword, even if you burn a good amount of SP in the process.



With the enemies defeated, collect the room's items and unlock the Chim Door in the northern exit, then race through to reach another room with one set of foes and one each of the breakable and giant mushrooms. Next, unlock the eastern Chim Door and run through the passage to a dead-end room, holding one group of monsters to destroy for the experience.



Return to the intersection and go north. This room holds enemies, a trapped chest to the southeast, and a giant mushroom in the opposite corner. Go east from this intersection to find the Lucky (or Unlucky) Animal near a platform, followed by a Chim Door guarding another set of foes.

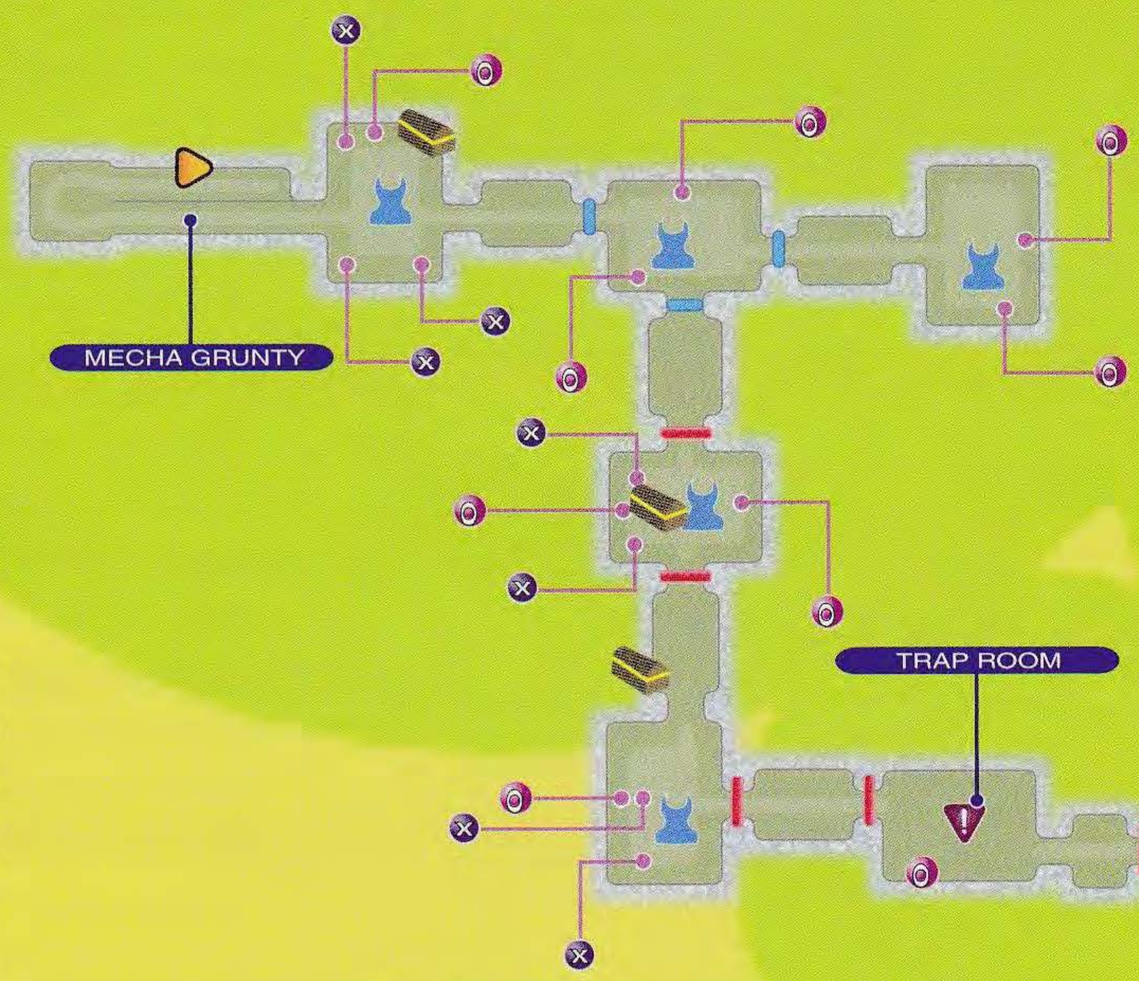


Return to the latest intersection and go north to find a room with a trapped door. Defeat the one set of enemies here, collect the items from two mushrooms, and activate the Fuel Tank in the southwest corner to leave again. Go back south through the latest intersection to the one that hasn't been fully explored, and finally take the western exit to reach the route down to the last level.



DUNGEON, B3

As soon as you enter this floor you find the Mecha Grunty of the dungeon, so stop long enough to save him before continuing to the first room. Here you run into the first enemies on this level, including a new foe, the Goblin Knight. This normal-sized goblin is quite strong, and loves to use a lot of weapon Arts which it charges up with a red glow. It defends occasionally, which can break up an attempt at a combo for a Rengeki Attack, but not nearly as much as its Goblin Guard cousin. If you don't mind switching weapons back and forth you are better off with the quicker, lighter twin swords for these enemies. This way you can block quickly to ride out the Arts, then launch a counter-offensive. Be especially careful that Atoli doesn't get pinned down by these enemies, unable to heal you if needed. To take them down quickly, use Arts of your own, even if you haven't built up to Rengeki Attack levels, and just restore SP with items as needed. Work fast because, like most other goblins, these guys can summon up extra allies with a whistle.



With the first battle of this level finished, collect items from one trapped chest and three breakable mushrooms. The next room along your route has more trapped doors that swing shut after you enter, leaving you to fight off the next group of enemies and open them back up with the Fuel Tank to the southwest. Go east to reach a dead-end room and another fight, then return to the intersection and take the southern exit.





Open the locked door at the end of the passage and step through, fight the enemies you find here, and collect items from one chest and two mushrooms. The southern exit is also covered by a Chim Door so open it, and run through to find another room similar to the last–one set of enemies, one chest, and two breakable mushrooms.



The final path turns to the east so follow it through two more Chim Doors and you reach another trap room. Pick your way carefully around the first spotlight and through the center of the room, watching out for jets of steam, and through the exit on the opposite side enter a passageway that ends in a final Chim Door. Unlock it to reach the Beast Temple, and the final prize for the dungeon

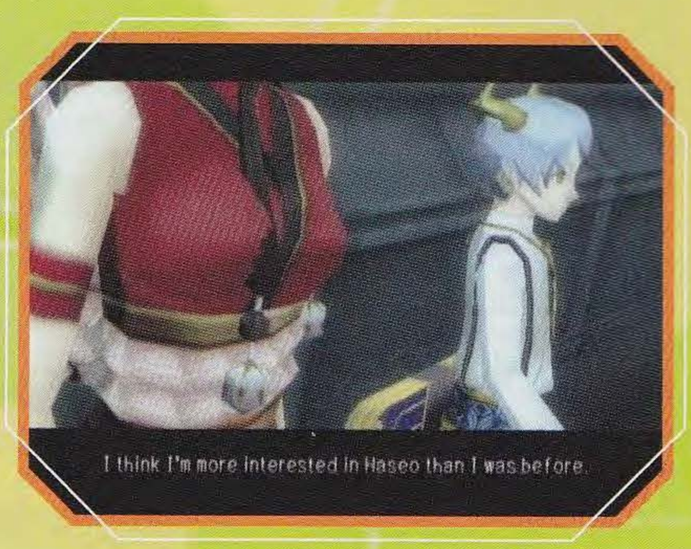


[NINE LIVES

After your latest exploits you should be good and ready to face Endrance in the Arena. So take a deep breath, and switch over to Lumina Cloth to visit the Arena. After a short cut-scene upon entering Ω Server, register at the counter for the title match, with Silabus and Atoli at your side.

From the locker room, check out your opponent if you wish, then examine the Warp Point to start this match for all the glory. The various fans and friends of the parties are all on edge, shown in the opening cut-scene, before the match begins–with a special guest commentator in attendance.





ARENA FIGHT

OPPOSING TEAM		
NAME	JOB	LEVEL
ENDRANCE	BLADE BRANDIER	45

The key to this match is defense. Endrance runs around the stage quickly, pausing only to attack or use an Art, usually Ogre Sword, so only attack (using your quicker twin swords) when you're sure of a hit. Otherwise keep a careful eye on him and guard, ready to use a Counterattack when the chance arises.



The reason for the heavy defense is because Endrance has a special ability. With his attack, he can cause a character to become temporarily Charmed. Once Haseo is charmed he leaves your control for a while, which is bad for two reasons.

First, it means that he'll be attacking your allies, possibly doing them more damage than the relatively weak Endrance could. Second, Haseo uses Arts during this stage, which not only eats up his SP but opens him up for a counter from Endrance. Haseo usually manages to get through a few normal attacks and two Arts before the Charm finally wears off, so this can be very damaging.





Be very careful in your own attacks, leaving most of the damage to be done by Silabus and any Counterattacks that you can perform. Even with this defensive style you still take Endrance's HP down steadily, since he's not really all that strong as a straight-out fighter–his strength lies mainly in his Charm ability and his Avatar.



Once Endrance hits half his HP, the normal fight ends. As expected the Blade Brandier isn't going to be satisfied with just a normal flat-out battle, so he summons up his Avatar–Macha. Although Haseo is still nervous about the previous match's disaster he has little choice, so he calls up Skeith, and a new battle is joined.





MACHA

SKILLS		
NAME	DAMAGE	NOTES
NORMAL SHOT	5	–
SCRATCH ATTACK	7 + 12	THIS ATTACK USES TWO STRIKES, WITH INCREASING DAMAGE.
BOLT OF LOVE	30	A BEAM ATTACK FROM A SWARM OF SMALL SATELLITES, DESTROYABLE WITH SLASH.
SEDUCTIVE VOICE	0	WHEN THIS HITS IT DOESN'T DAMAGE, BUT INSTEAD SLOWS SKEITH TO HALF HIS MOVEMENT
BEWITCHING WIND	10	A MULTI-STEP ATTACK THAT SHOOTS A VOLLEY THEN USES A CLOSE-UP ATTACK
DATA DRAIN	MAX 350	SMASH ALL BUTTONS REPEATEDLY TO REDUCE THE DAMAGE
REWARD		
GENOME DATA: PHASE 6 EPITAPH		

Although the enemy's attacks don't do much damage each time, this is a long fight. Macha doesn't take much damage with each of Skeith's strikes and doesn't give many opportunities to hit her in return, so be prepared to stick with the fight for the long haul, which means avoiding damage as much as possible.



Over the course of the battle, the action is interrupted by four separate cut-scenes, each coming after you drop Macha's HP by 1/5. During these cut-scenes Endrance actually talks with Haseo for a while, giving the ever-snooping Yata a chance to gain some of his precious information. These cut-scenes also mark separate stages in the fight–after each, Macha starts to use one or two additional attack types, along with what she used before.

Macha's normal attack consists of two volleys of energy, one fired from each hand after a small delay. These are easy to sidestep, but she often keeps attacking in quick succession, making it difficult to dash in to attack her in return. Either take your chances with moving in if it looks like she's pausing, stick to making ◉ shot attacks for minimal damage and a chance of Stun, or wait for her to use one of her moves that opens her up for damage in return. The normal shots don't do a great amount of damage so taking the risk is fine for a while, but don't let her wear you down too much–if your HP starts to drop, play it safe and hang back instead.



One such guard-opening attack is the Scratch Attack, usable from the start of the fight. A warning appears on your screen to evade with a side dash, then Macha briefly pauses to prepare her attack. After a brief pause she dashes forward toward Skeith to strike twice with her claws, so watch carefully and dash to the side the very moment she begins to move. Once she has gone past she pauses for a moment with her back turned to get her bearings, which leaves her open to a counter. Dash directly toward the Avatar and attack with your scythe, and you usual land three solid hits before being pushed back to a distance. At this point Macha turns, and the fight goes back to normal.





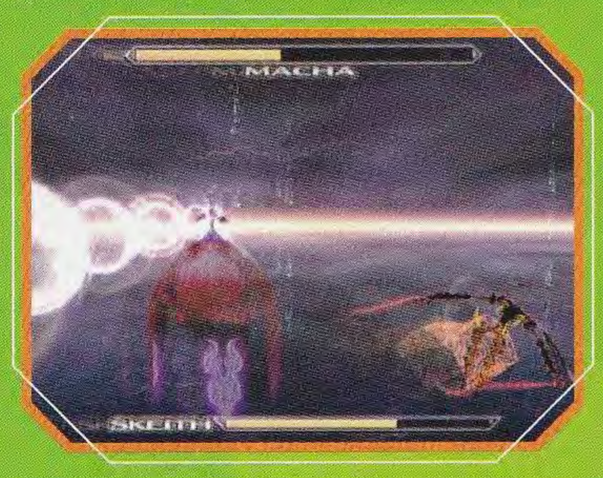
MACHA CONT.

A second special attack that Macha uses after the first pause in battle is the Bolt of Love. Here Macha summons a large rose over her head, which shatters into a swarm of small enemies that fly around Skeith. Each of these charges up a small beam attack with a flash of light and a loud whining sound, so dodge that when it appears, then wait for the enemy to swarm near so that you can destroy it with a slash. The swarm's flight paths are somewhat erratic but the usual pattern is for one at a time to fire a beam then swarm close, so take each chance to destroy one of them that you can, as you can't reach Macha to continue the normal fight until they are all gone.



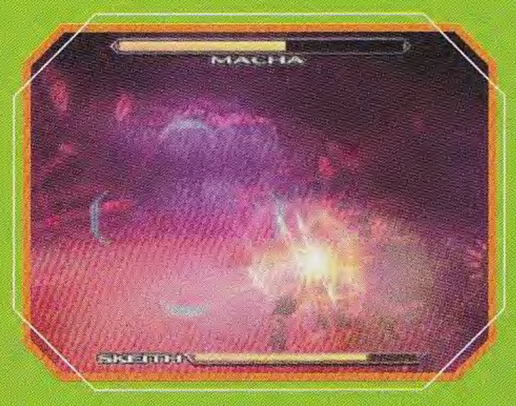


The next attack that Macha begins to use, after the second break in the action, is Seductive Voice. Here she sings, forming a stream of energy that wafts visibly toward Skeith. This energy bends to follow him as he dodges but not very quickly, so start to dash to one side as soon as you see the energy appear, and continue to dash without letting up until the final waves of energy fade away. If this attack touches you it doesn't actually cause damage, but instead slows Skeith to half normal speed. Macha follows this attack up with the Bewitching Wind special ability in which you must dash to avoid it, so if the Seductive Voice hits you, expect to take damage soon after.



For Bewitching Wind, the enemy Avatar summons forth a shower of rose petals to surround her, spinning constantly like a strange armored shell. Once these are in place she lets off a pair of volleys as in a normal attack, pauses a brief moment, then dashes forward. If you don't get out of the way her protective rose petals grind against Skeith, damaging him then throwing him back. To avoid this attack sidestep the volleys, then watch carefully for Macha to make her next move. As soon as she twitches forward, dash to the side to let her sail past. Once she's missed, she opens herself for a retaliatory attack in the same fashion as the Scratch Attack, so dash forward to take the opportunity.





Once you've seen the third interrupting cut-scene just under half her HP, Macha begins to use the dreaded Data Drain. As with Talvos you cannot avoid this attack. All you can do is try to minimize the damage by moving the left analog stick and hitting all four buttons as quickly as you can. Move fast enough and you take minimal damage, but you do take at least some damage each time, so at this point you really need to focus on ending the fight quickly before more Data Drain attacks are used.



Once Data Drain appears, no new attacks show up after the final cut-scene. Just continue to wear Macha down until she reaches zero HP, and undergoes Protect Break. As usual, this gives you one minute to charge up and unleash a Data Drain attack of your own. In this mode Macha continues to use her Scratch Attack so hold down ⊗ with one finger to charge your attack, while you dash aside at the right moment using ◉ and the analog stick. When Macha is helpless after darting past, unleash your Data Drain to strike her unprepared, and end the fight.



With his Avatar defeated Endrance falls, as does his one constant companion. Watch one more unexpected cut-scene (with a brief hint thrown in for quick-listening players of the original *.hack* series), and the more expected reactions from some of the watchers in the stands.

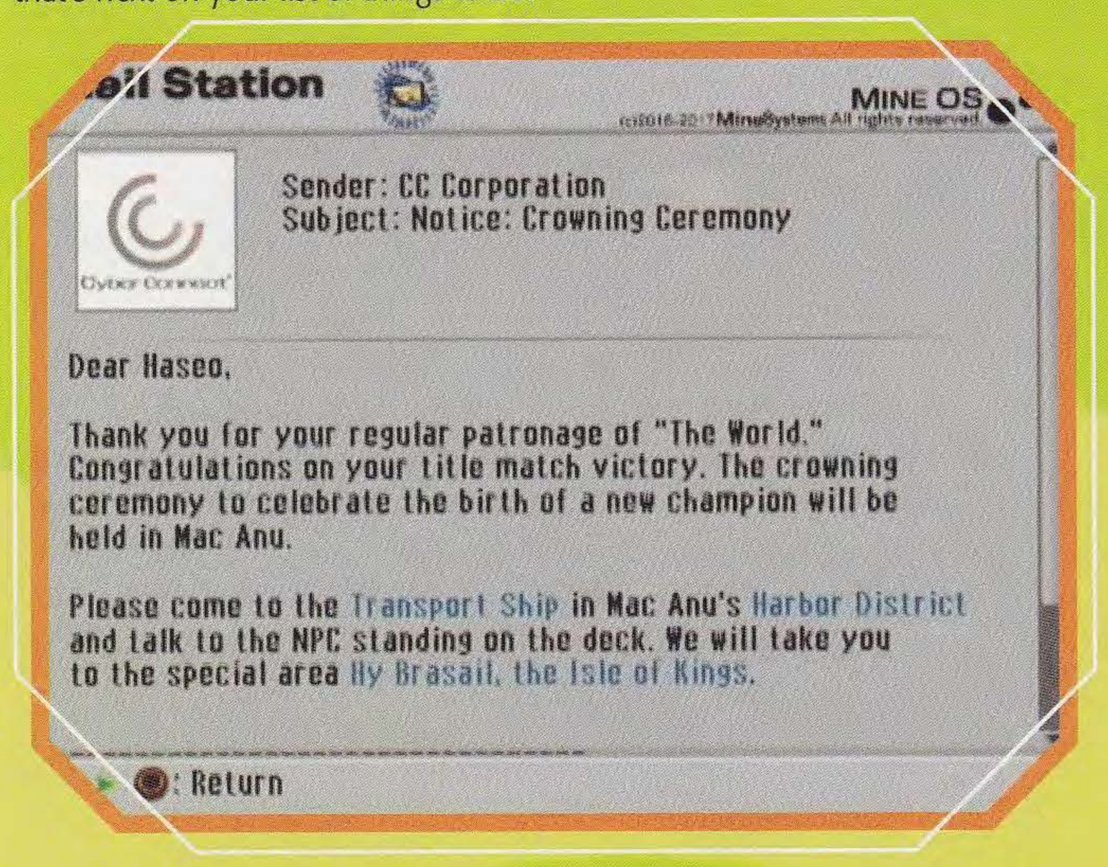


As the cut-scenes end Haseo's group warps back out of the Arena, while Haseo obtains his reward of the Epitaph 6 genome data, for use back in the Raven guild. Haseo also receives new mail at this point, so log out to check your Desktop.



[CROWNING ACHEIVEMENT

Back on the Desktop there are not only various congratulatory emails from his friends (and less kind emails from others unhappy with the result of the match), but also an official message from CC Corporation. With the title of Emperor that he's won comes an official coronation ceremony, so it looks like that's next on your list of things to do.



Before you go, make sure you read Kuhn's message in which he invites you to an area after the party. Also, this is a good time to catch up on any additional news you'd like to read, along with new Community Forum posts. The Apkallu Forum also holds new wallpapers, so collect those before entering the game.



For the time being no one is available for a party, so go to the Harbor area of Mac Anu. Go to the spot where you see a blue circle on your overhead map, and climb the ramp of the ship at the dock, where long ago you found the Wise Grunty in your quest to become guild master. This time, climb all the way onto the boat and up to the bow, and speak with the NPC by the wheel. Choose "Set Sail" from his menu to leave Mac Anu and enter Hy Brasail, the location of the coronation ceremony.



After a spirited introduction by the coliseum announcer, Team Haseo makes its appearance. Haseo receives the powerful Spin Needles weapon before getting the chance to mingle with the various guests. Move around and talk to everyone–most characters are grouped around the tables in the main plaza, but Antares, Alkaid, Pi, Matsu and Piros the 3rd are all found on the lower level down the stairs, with Piros tucked almost out of sight at the end of a wooden dock, and Matsu sitting on a corner of the banister near one of the sets of stairs, also hard to see from some angles of approach.





Once Haseo has spoken to everyone he begins to wonder where Atoli is. Go back up to the top level and run onto the circular balcony far off on one side, and as you approach you trigger a long cut-scene. Among other things Atoli finally learns the truth about Shino, and runs off, hurt, before Haseo can stop her.



At the end of the cut-scene there's nothing left to do but return to town. Go back to the ship and speak with the NPC captain again to leave this special island, at which point you receive more mail.



CONTACTS

At this point everyone on your contact list is available to party except for Atoli, so if you have something left to do such as a Side Quest, this is a good time to do it. Once you leave to visit your Desktop, you won't be able to invite a lot of the characters for a short while.

VENGEANCE

With the title of Emperor taken from Endrance, Haseo has one main goal left to focus on–Tri-Edge. Watch events continue to unfold, and take any chance that presents itself to reach out and meet this difficult dream.

[VANISHED

Back at the Desktop an emergency email from Yata is waiting, summoning Haseo back to Raven's @Home. Quickly stop by the community forums to check new messages, including one keyword post on the "Where can I get Olm Shell?" thread that's been so useful before, and a second in the "Looking for a monster!" thread. Now log back into The World to see what has Yata up in arms.

As you log in to the game, you will witness a disturbing cut-scene that doesn't bode well for the near future. Once you gain control of Haseo warp to the Mercenary section, and enter the Raven @Home. As soon as you enter the door you begin a cut-scene between Haseo and Yata. It appears that Atoli has used the Chaos Gate to enter the area of Morrigu Barrow, but from there has somehow ended up vanishing from the known game itself!



Haseo's assignment, which he's not about to refuse, is to take Kuhn and Pi with him to investigate Atoli's whereabouts. There's not a moment to spare!

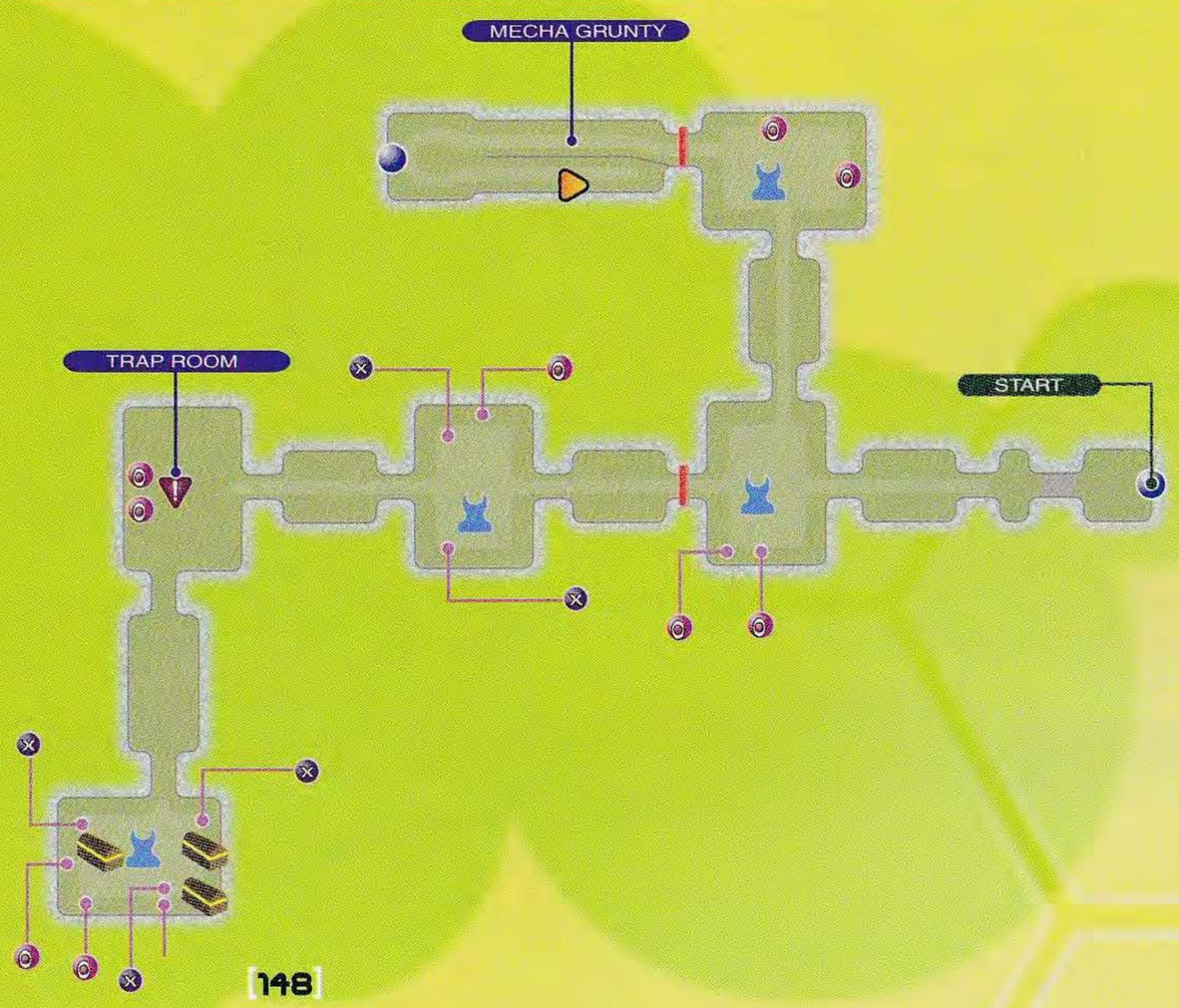
[TAKING TIME OUT

Since there's no time to lose, this makes it a perfect time to go level up a bit before tackling the final fight. First it's time to visit the area keyword sent to you by Kuhn via email, as it's the lowest level of the lot, but still worth visiting. At this stage of the game you can only invite Kuhn and Pi, so your team is set as you go on a sidetrack to strengthen yourselves.

RECOMMENDED PARTY: HASEO, KUHN, PI

AREA VITALS
KEYWORD: Δ: FREEZING ASTER'S CRAWL TREE
AREA LEVEL: 40
ITEM LEVEL: 42
ELEMENT: WATER, EARTH
AREA TYPE: DUNGEON
WEATHER: INDOORS
MONSTERS
CARRIANNE, CHICKIE DADA, HOLY EATER, LANCE MARINE
RATINGS
SURPRISE ATTACKS/ENEMY PARTIES: 16
TREASURE BOXES OPENED: 10
DESTROYED OBJECTS: 15

DUNGEON, B1



You have got a three-level dungeon ahead of you, so prepare for the long haul. Strike out into the first room where you meet your first monsters, a choice between the Chickie Dada and Holy Eater monsters– the former hardly a challenge by this level with your strong allies at your side. With the monsters quickly cleared, open the Chim Door to the west and run through. Clear the group of enemies and two mushrooms out of the area, then continue to the west.



Now you find the first (and only) trap room of the dungeon. Take a diagonal path through the center to the southern doorway, and run down the passage to face another group of foes, before clearing out three chests, three breakable mushrooms, and two giant mushrooms all scattered inside the room.

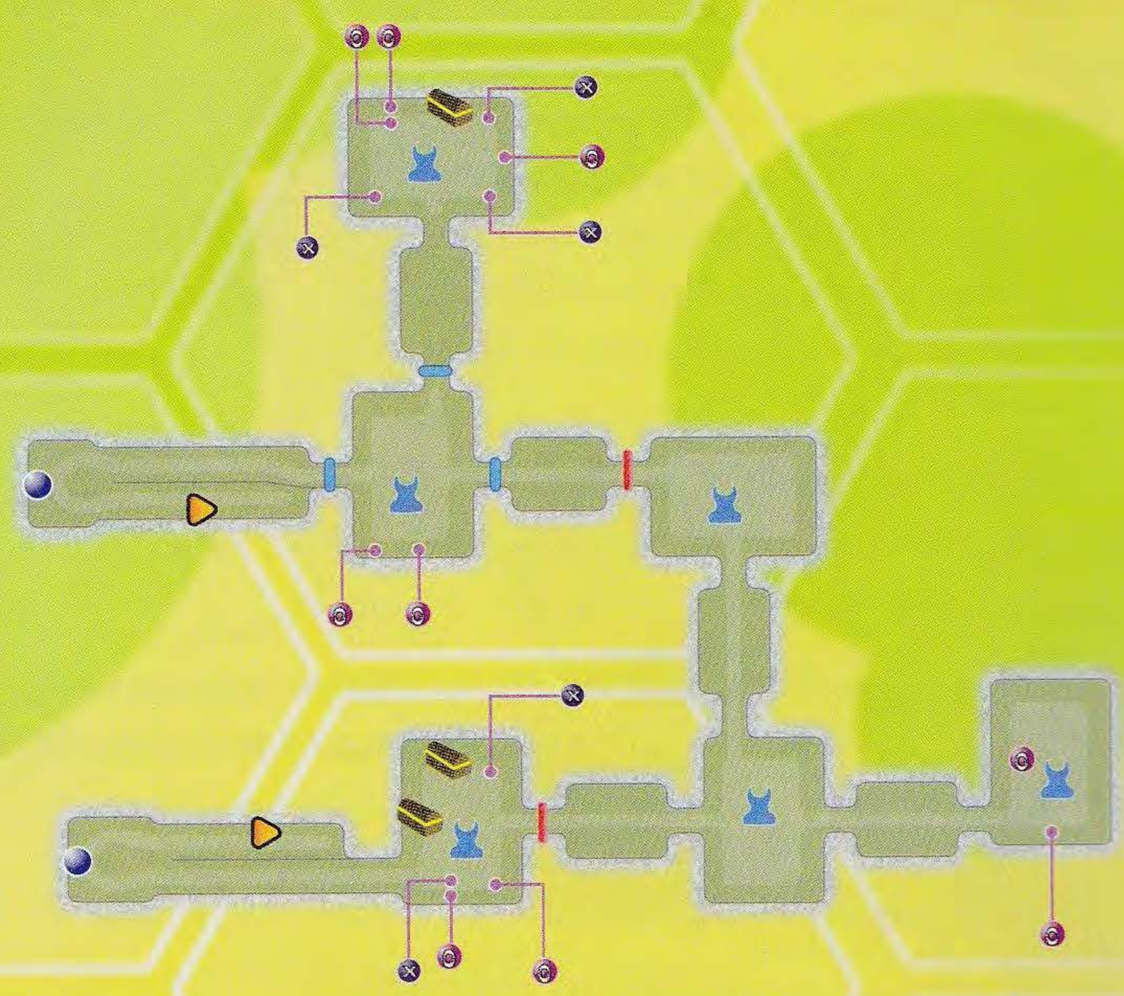


Return back north to the trap room and then east until you reach the original intersection, just after entering the dungeon, then take the northern exit. Fight the last set of enemies for this level, then unlock the Chim Door to the west and run through to find the dungeon's Mecha Grunty, followed by the ramp leading down to the second floor.

DUNGEON, B2

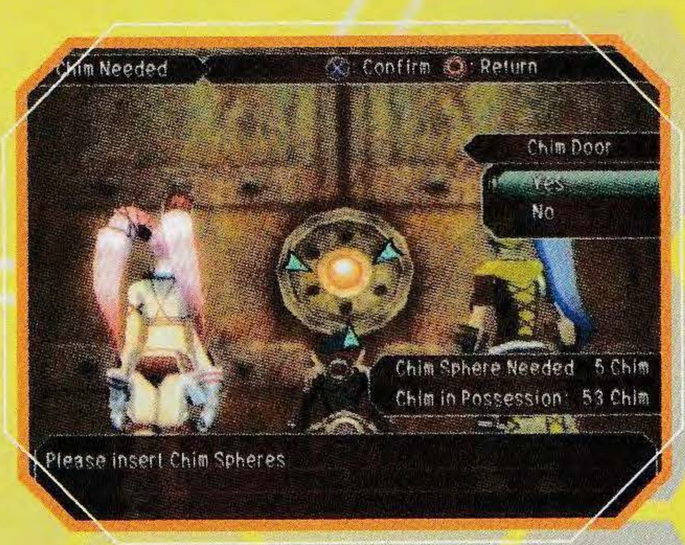


The first room you reach holds a giant and two normal mushrooms, alongside two chests, but it also holds the first fight of the second level. This floor introduces the Lance Marines, fish-like creatures similar to the Spear Fish found back in the dungeon you explored for your Job Extension quest. They move around quickly and charge up dash attacks just like the weaker versions, but they shouldn't be dangerous by this point. If they do prove to be a bit tough to handle, work on one at a time alongside your allies to exploit their fairly low Rengeki Attack threshold, and use other Arts to interrupt their charged attacks.



The only other exit, leading east, is covered by a Chim Door that you need to open, then take the next passage to reach a room holding only one set of foes. The next room to the east also holds just one group of enemies and two places to collect Chim Spheres, so take care of those enemies then return to the previous intersection and go north.

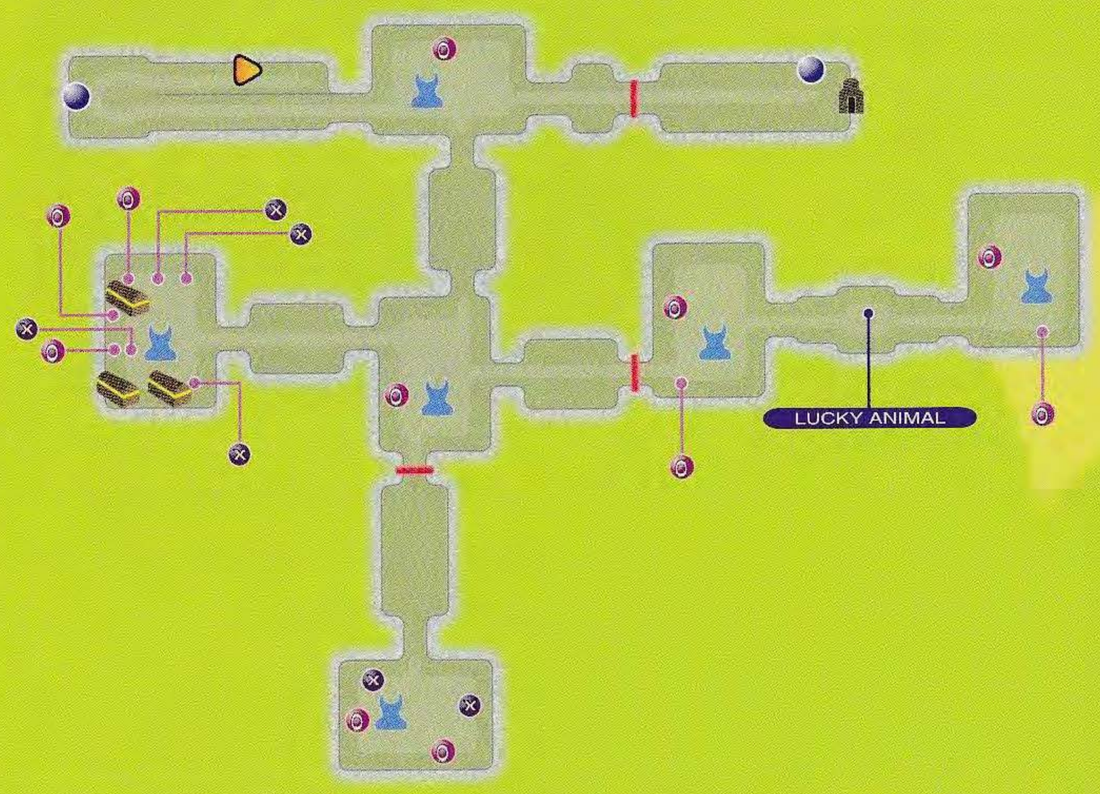
Now you find more enemies, along with a Chim Door blocking the way east. Open the door and run into the next room, this time you are blocked in by trapped doors slamming shut. Fight the inevitable foes, use the Fuel Tank to the southwest to clear the exits, then go through the north doorway and through the next passage. Here you find one last group of enemies along with three breakable items, a chest, and a giant mushroom. Collect the items and energy before running back to the south and this time taking the west exit along the ramp to the third level.



DUNGEON, B3



Now you should break out your broadsword. Your first enemies lie in wait in the first room of the level, and they may consist of the Carrianne monsters that are well-armored, and tougher than the rest in the area. More than before you should start to watch everyone's health, as you have no dedicated healer with you and may need to use a few items to recover everyone's HP from time to time, if you take too much damage.



When the enemies are finished go south to the next intersection, fight off the monsters waiting here, then open the Chim door to the south. Run along the passage to find a dead-end room along with one set of opponents, and two breakable mushrooms. With the room cleared, return to the latest intersection and take the western exit, where you reach another dead-end room with one set of foes, but this time with one giant and four breakable mushrooms and three chests. When you've collected the Chim Spheres and the many items from this room, make another trip back to the intersection.





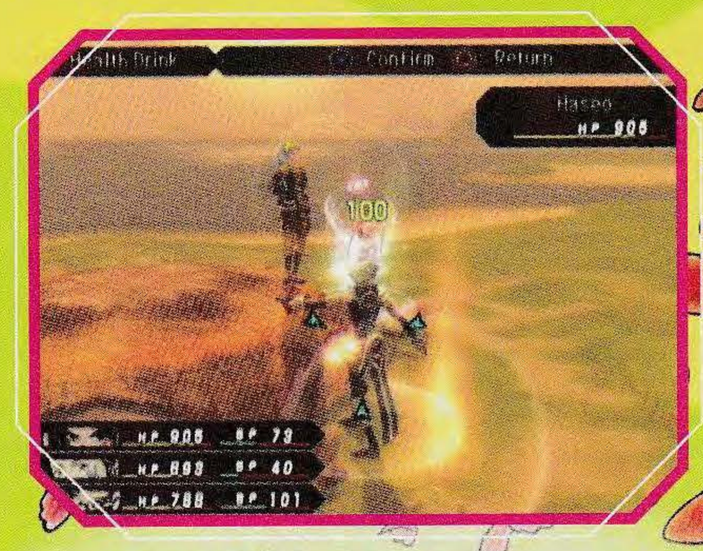
This time take the eastern exit, and open the Chim Door at the end of the passage. You find more foes behind it, and another exit in the east wall, opposite. Kill the monsters and take the exit to reach a passage with a platform, and also the Lucky Animal for the dungeon. Give it a swift kick, and continue to the dead-end room past it to fight one last group of enemies for the dungeon.

With the rest of the area cleared, return to the latest intersection, and go back up the north passage to reach the first crossing of paths on the level. Finally, take the eastern exit, go through the Chim Door along the way, and enter the Beast Temple to claim your prize before warping back to town.

[DANGER ZONE

The next area in line comes from the Bulletin Board as a place to search for the Null Garment, and is much higher in level. It's very tough, so make sure you're prepared with plenty of restoration items and divvy out resurrection items to your allies as well, in case you need them.

You may even wish to skip these last two areas until after you've finished with Yata's assignment–that will be slightly tougher without the extra leveling, but not impossible, leaving you able to come back and finish these two fields later on with a larger choice of party members.



HEALING

Since Atoli's not along for the ride this time, someone needs to heal your party from these tough fights. By default this role falls to Haseo using recovery items and, if he has it, the Repth spell. If you really don't want to deal with this yourself, load up one of your allies with healing items, then set that character to the healing strategy to take a load off your own shoulders. In this case, don't expect them to contribute to the fight, making your own job tougher in that sense.

RECOMMENDED PARTY: HASEO, KUHN, PI

AREA VITALS
KEYWORD: △: PROTECTED CUPOLA'S CATHEDRAL
AREA LEVEL: 49
ITEM LEVEL: 50
ELEMENT: WATER, EARTH
AREA TYPE: FIELD
WEATHER: TWILIGHT
MONSTERS
FATE CRAB, GAZE KNIGHT
RATINGS
SURPRISE ATTACKS/ENEMY PARTIES: 11
TREASURE BOXES OPENED: 5
DESTROYED OBJECTS: 6

DUNGEON, B1



Your starting island is clear of enemies, holding only a barrel just west of the starting Platform and two trees, along with the thus far locked Beast Temple. Explore the small island, then cross the bridge to the east where you find your first foes waiting for you at the end.



Your foes this time around are tough—they'll give you the experience you need to buff your characters more, but they're also dangerous and will wear you down. Enemies are the Fate Crab and Gaze Knight. The Fate Crabs are tough to beat, but not too overtaxing. Their armor calls for the use of a high-level broadsword, and like other crabs they have both a single claw and charged double-claw attack. At this level, these attacks hit pretty hard, so avoid the charged attack especially. If you build up Morale against these enemies don't use it, but save it for any fights against the other enemies on the field. These foes are even harder to take down if they use their defense-raising Art, so try to defeat them before they cast it.



The Gaze Knights are more dangerous. These foes are also armored, and even more well-defended. They also hit very hard, reducing your party's HP at a steady rate that will eventually leave you struggling to keep everyone's health up, especially when they charge up their rapid attack. Your best bet against these monsters is to build up to Rengeki Attack levels with Pi, using Morale (if you fill the meter) to use a Beast Awakening. Better yet, use the Fate Crabs around the field to build up the Morale ahead of time. Remember that healing slowly raises the Morale Gauge, so if your party is taking a pounding pull back to help them recover, since this helps you even more in the long run.





PARTY RECHARGE

If your party takes a large hit in HP and SP during a fight and needs a recharge, check around the Platforms that you can safely reach for some of the Medic Union characters, ready to give you a healing boost. If you're not currently stuck on a tough bounty, Battle Areas can also give you a surprising boost, if you fight alongside a victim with healing spells, who heals your characters up during the fight.

LEVEL 50

If you manage to get your party members to level 50 during these two tough fields, you've done all you can experience-wise. Level 50 is the highest level in this volume of *.hack//G.U.*, so concentrate more on getting any stronger items you can, and leave some of the monster fights alone if you're taking too much damage, concentrating on chests, barrels, and the Beast Temples.

With the first group thankfully defeated use a few healing items if needed to restore health, then go just southeast to collect the item from a barrel. Continue along the southern coast to fight two more groups of enemies, one guarding a chest holding the first Symbol Fragment. Once on the eastern coast, climb the plateau to fight another group of monsters before climbing back down, and crossing the northern bridge to the next island.



Continue around to the north of the nearby plateau and you find the Mecha Grunty for the field, and shortly after you reach two more groups of enemies. One of these guards the chest holding the second Symbol Fragment so clear them out, then continue to the northern bridge leading to the last island.





Once again, a group of foes waits for you just on the other side of the bridge so take them out, then kick open the barrel to the northwest. Climb the plateau if you like to kick down more Chim Chims from a tree there. Climb back down and run east along the southern coast of the island to find a pair of trees and another barrel but also, as you near the eastern end of the island, two more groups of monsters, the first guarding a chest holding an item. Just after the second of these enemy groups you find another tree, along with the island's Lucky Animal.

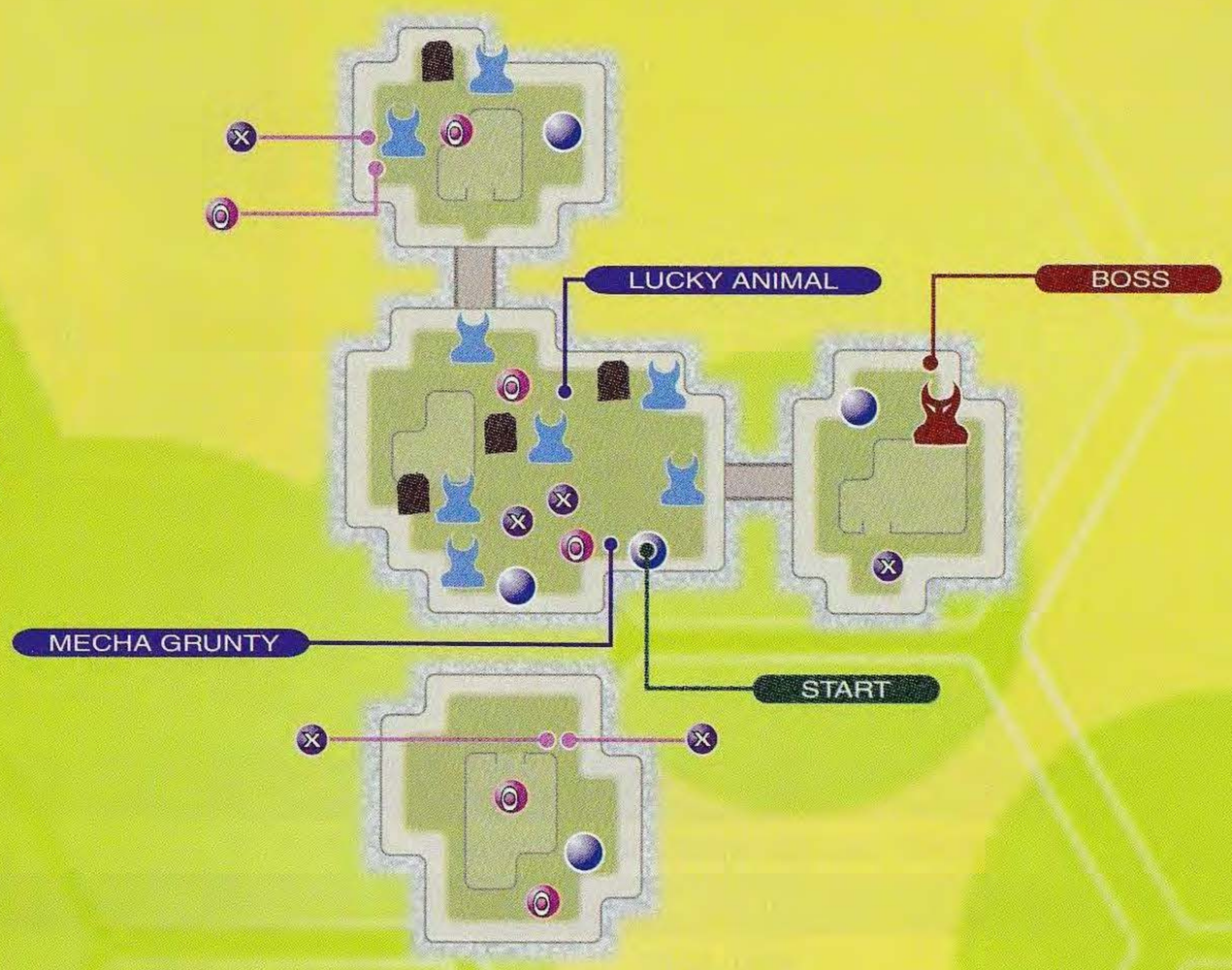
After you cross the bridge you have another fight on your hands, so finish the monsters, then destroy the barrels to the east and west. Now go to the west side of the small island and climb up onto the plateau to fight the final group of foes for the area, and collect the last of the Symbol Fragments. With the field clear, return all the way to the first island to claim your prize from the now-open Beast Temple.

[FINAL TOUCHES

There is one more area left to explore (other than the Lost Ground where Atoli's vanished), and it's very similar to the previous field. It's an area suggested for fighting Gaze Knights for the suicidal character who wanted to find them. Make the necessary preparations and head through the Chaos Gate to add the final polish to your party before a tough last fight. If you have earth-based customization items for weapons, and items for armor that protect against wind, these are good to bring along for the final fight of the area, as well.

RECOMMENDED PARTY: HASEO, KUHN, PI

AREA VITALS
KEYWORD: △: ROARING DOOMED SNOW CAPS
AREA LEVEL: 50
ITEM LEVEL: 50
ELEMENT: FIRE, EARTH
AREA TYPE: FIELD
WEATHER: NIGHT
MONSTERS
FATE CRAB, GAZE KNIGHT
RATINGS
SURPRISE ATTACKS/ENEMY PARTIES: 9
TREASURE BOXES OPENED: 4
DESTROYED OBJECTS: 6





You start out along the southeast of an island, with the Mecha Grunty just a couple steps to the west. Rescue him—there is a tree to the southwest if you need more Chim Spheres—then turn your attention to the rest of the island.

There's not much on this small island, but you do find two barrels just to the southeast of the Warp Point, along with a tree in the southeast corner, and a second on top of the island's plateau. Once you visit all these, take the Warp Point back to your starting island, and this time cross to the northern bridge, fighting off the guardian monsters in front of it before crossing.





Foes here are the same two nasty monsters as the previous field, so you know how to handle them, even if you'd rather not. Two barrels lie just west of the Mecha Grunty, with an arc of three sets of monsters west of those, two guarding chests and the third near the Warp Point that gives access to the southern island. Clear the monsters and barrels, then use more Chim Spheres to activate the device leading to the southern island, activating it to warp over.

Now you find a tree and a barrel along the west coast and a second tree just northwest of the plateau. There are also two more sets of enemies. The first is along the west coast of the small island, while the second guards a chest on the northern tip. Once this island is clear, return across the bridge, then follow the northern coast of your starting island east to reach the field's Lucky Animal and another set of chest guardians. Finally, you reach the last set of monsters on the field, guarding the eastern bridge.



After you cross this last bridge, go to the south of the new island to collect an item from the barrel there. Now go around the plateau to reach the boss fight of this area, against quite the dangerous-looking foe.



DRYAS

SKILLS
TEMPEST BREATH, INCUR WRATH, ZAN ROM
REWARD
NULL ALLOY

SIZE	LEVEL
L	50
HP	SP
2234	242

ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE
128	84	58	78

FIRE	WATER	WIND	EARTH	LIGHT	DARK
25	24	35	18	24	23

For this fight the best weapons are strong twin swords, preferably with a high Earth element, that will allow you to move more quickly and aid Pi and Kuhn in opening up Rengeki Attack opportunities. Dryas is large and strong, but with careful fighting you can take him down without any casualties.





Fight along Dryas' side, apart from your allies. With his great size and need to turn, this gives you a better opportunity to see if he's about to target Haseo and block. It also helps keep the damage minimal if Dryas uses one of his special abilities.

The boss' more physical special skill is to rear onto his hind legs and smash down, damaging those nearby. If Haseo is at his side, toward his back, you can simply run back a few steps to avoid the damage that Pi and Kuhn may take. Just be ready to heal them afterward if needed, before running back into the melee.

The enemy also has two more magical attacks—a breath attack that strikes those in front of him, and the Zan Rom wind-based spell. Keeping the characters separate and watching the boss' actions carefully should help you block or avoid these attacks.

DRYAS CONT.

With three strong fighters the enemy's HP should lower fairly steadily, but you do need to watch everyone's health carefully in the process. The dragon hits very hard, especially with his special skills, and can strike everyone at once putting them in danger. Don't let anyone get so low in HP that their character portraits start blinking. Use Health Serums and other strong recovery items to quickly restore health and reduce your re-use time.



Once you've slain the dragon, your task here is done. Use the nearby Platform to return to Mac Anu, ready for your final task.

[END OF THE ROAD

Make any preparations for a tough fight that you can, including stocking up on plenty of strong HP and SP restoratives, along with your toughest equipment and customization items. Once again, you have got to bring Kuhn and Pi along, so kit them out as well, giving them restoratives and resurrection items along with their best equipment.

When you're good and ready, enter Morrigu Barrow at Δ: Hidden Forbidden Bulwark to go in search of Atoli—and Haseo's destiny.

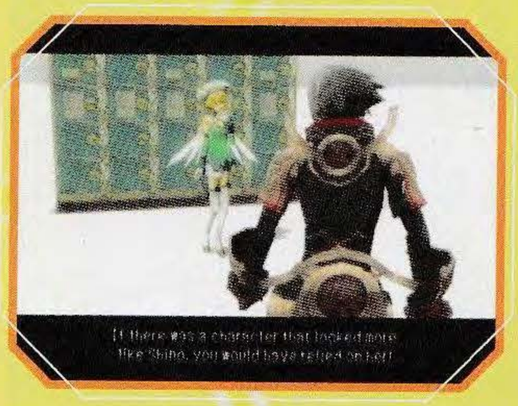
RECOMMENDED PARTY: HASEO, KUHN, PI

AREA VITALS
KEYWORD: Δ: HIDDEN FORBIDDEN BULWARK
AREA TYPE: SPECIAL

Upon entering the area, approach the Tri-Edge sign on the wall. It's now glowing, and allows you access to a new area. Move close to it and press ⊗ to activate a warp, beginning the cut-scene that leads to the final battle.



The next place the party finds themselves is an empty white space, holding only a row of closed lockers—and Atoli, who is trying to open them. Atoli is still upset and continues their argument from back on Hy Brasail, but before Haseo can really calm her down and explain, their talk is interrupted by a familiar haunting sound, and the appearance of a glowing blue shape that precedes the appearance of Tri-Edge.





Although their last fight didn't go well, now Haseo is surrounded by friends, and has additional powers that he didn't have before. It's time to grit your teeth and jump into the fray, ready to teach this PK a lesson he'll never forget!







TRI-EDGE

SKILLS
AZURE ARC, AZURE CLAW, AZURE FLAME
REWARD
–

SIZE	LEVEL
L	47
HP	**SP**
2518	650

ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE
115	88	66	75

FIRE	WATER	WIND	EARTH	LIGHT	DARK
20	16	18	19	17	19

Tri-Edge is very strong when he attacks, with a lot of HP, but he also attacks infrequently, which is a big help. Use powerful twin swords and run up to him immediately as he hovers in place, or use an Art to get there even faster. Begin a relentless attack, following him if he moves jerkily around the field. The one attack that he can use without much warning is stream of flame that he uses to target one character.This is preceded only by the raising of one arm, so stay behind him as much as possible and block if he starts to turn and attack.



If Tri-Edge begins to rise slowly into the air, pull back and block. This means he's about to unleash a special attack—either summoning azure flames around him to strike and push back everyone around, or starting a multi-hit attack where he pulls everyone directly around him into the air, slicing them and smashing them back down for a large bit of damage overall. If you move back in too soon you can still be caught in the last stages of the attack, so hang back until it's done.





Once you get the enemy down to around half of his HP, he starts to use the worst of his special abilities. He glows brighter for a moment before a mark appears on Haseo, at which point Tri-Edge begins a long series of strong attacks. This is unblockable, and if you haven't leveled Haseo in the previous two fields up to around level 50 it may take off the majority of his HP with one attack. Even with the additional levels, it may take off hundreds of HP's worth of damage at once.







Because of Tri-Edge's strong attacks keep everyone's HP above the halfway point, especially Haseo's. Use strong healing items for their speed, and when you're not healing keep up attacks that you only stop when Tri-Edge is about to use an ability. Your best bet in this fight is to keep building up to Rengeki Attacks, which take combos of 30 strikes at a time. With Pi, Kuhn, and Haseo all striking repeatedly, this doesn't take as long as you might expect.

Once you wear Tri-Edge's HP down to zero, it's not time to celebrate just yet. This only triggers a cut-scene where Tri-Edge drains the data around him to regenerate and grow stronger, this time forming an Avatar-like construct to continue the fight. Now it's time for an Avatar battle, one tougher than any you've faced yet!





AZURE FLAME GOD

SKILLS		
NAME	DAMAGE	NOTES
NORMAL SHOT	20	–
AZURE FIRE BALL	120/20	ONE MAIN BALL OF FIRE THAT SPLITS INTO LESS-DAMAGING OFFSHOOTS AFTER A TIME
AZURE TIGER CLAWS	5/50	MOST STRIKES TO 5 DAMAGE, WITH A 50-DAMAGE FINAL STAGE. THE BLADES CAN BE DEFLECTED WITH SLASH.
AZURE WILDFLOWER	300	HITS FOR DAMAGE AND KNOCKDOWN.
DATA DRAIN	300	DAMAGE CAN BE REDUCED BY REPEATEDLY SMASHING BUTTONS.
REWARD		
GENOME DATA: AZURE FLAME GOD		

This can be a very long Avatar battle, as most of your attacks do little damage, and you have limited opportunities to strike. Since you're in this for the long haul and may be struck repeatedly with the unblockable Data Drain toward the end, be sure to guard against damage as carefully as possible, to outlast the enemy Avatar. Luckily if Skeith does lose all HP, instead of the game ending, you get the chance to start the fight again. All of your progress against the Avatar is lost though, so this should still be avoided.



The Azure Flame God has a pattern that it usually follows in its attacks. A series of normal attacks, followed by Azure Fire Ball, then more normal attacks. He then uses Azure Tiger Claws, and after another series of normal strikes he uses the powerful Azure Wildflower. This is the cycle that he uses for most of the fight, although as he gets lower on HP he starts to vary it more, especially with the addition of Data Drain.

The enemy's normal attack consists of a wide arc of blue spheres of energy. You can avoid these by doing a side-dash past them using ◉, but you can also stand at a distance and dodge in between the spheres to avoid taking damage. While a wide side-dash may be safer, it's better to slip between the spheres so you can fire constantly using the ◙ button. This allows you to occasionally get a lucky stun against even this powerful Avatar, at which point you should dash in and attack using your scythe. This is easily the heaviest damage that you can do against this foe, so it's an opportunity not to be missed. As the foe keeps up a near-constant barrage of attacks of his own, it's very dangerous to try to approach for a melee attack, otherwise.





The first attack that the enemy normally uses after his regular attacks is the Azure Fire Ball. He emits a large glowing ball of energy which hits for a large amount of damage if you're too close, but at a short distance from his body this splits into multiple smaller balls of energy which arc out and then back together, each striking for much less damage of it hits. This can be avoided by simply moving to the side without even having to dash, allowing you to keep up your own barrage in hopes of a stun.





After a while the Azure Flame God pauses in his barrage again to summon a pair of throwing weapons, somewhat reminiscent of Tri-Edge's twin blades. He begins to hurl these toward Skeith, and as new weapons appear in his hands as he throws the old, the end result is a series of six weapons in a row, flying toward your Avatar. These can be deflected by a flick of the scythe, but it takes careful timing to do so. If you do get struck by one, this often leaves you vulnerable to be struck by more if you can't recover in time, so focus carefully.

The most dangerous attack in the Avatar's repertoire is Azure Wildflower. You see the warning to evade with a side dash appear on your screen as the Flame God powers up briefly, then he dashes forward very quickly. If you are caught, he carries Skeith up very high and hurtles down, slamming him into the floor of the fighting area for very heavy damage. To avoid this, start a side-dash as soon as you see the warning appear, and keep it up until the enemy Avatar moves past.





AZURE FLAME GOD CONT.



At this point you have a small window in which to dash forward and get in a chain of three strikes—once the Avatar has straightened from his semi-crouch though it's too late, and he's ready to intercept your attacks, so if you mis-direct your dash and see him straighten, just get in a few quick ▣ shots in hopes of stunning him. The Flame God often uses this attack more than once in a row, especially as the fight wears on, so be ready to dash again once he has recovered.



Once the Azure Flame God is under half his HP he may start to use the unavoidable Data Drain attack, which grows increasingly common as he gets lower in health. This is the same as in other Avatar battles—mash the buttons and move the left analog stick quickly and repeatedly to reduce the damage and break free of the attack sooner.

When you finally bring the Azure Flame God to 0 HP he enters Protect Break, so you have one minute in which to use a successful Data Drain of your own. During this mode the enemy moves back and forth almost constantly, letting loose a steady stream of normal attacks. Hold down ⊗ as you move between the shots, or side-dash around them. After a number of barrages the enemy comes to a brief stand-still, which is your chance to release ⊗ and hit him with the drain. Once you hit, this fight is over.





With the fight done Haseo's met one of his goals in a sense—but this still doesn't fix everything. Even while Haseo's still coming to grips with that, another event occurs which sweeps even his failure to save everyone under the rug. And on that note, the main storyline ends, leaving you to pick up the pieces in *.hack// G.U.* volume 2.

Don't turn off your console just yet! Wait for the credits to roll to save your game, and continue tying up loose ends in this volume.

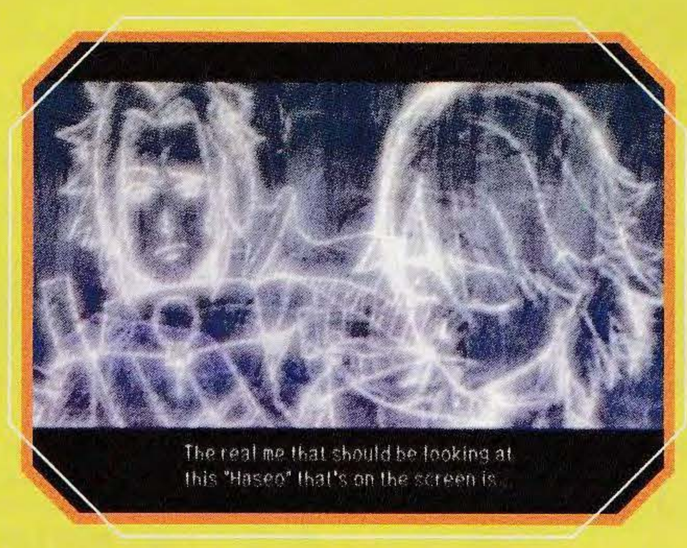






[BEYOND THE END

While the main storyline for this volume has ended, that doesn't mean your work here is finished. Wait for the credits to finish to see a quick preview of the next volume, then the Data Manager on your Desktop automatically pops up, prompting you to save your game.





In the next volume of *.hack//G.U.* you can use cleared game data from this volume to give yourself a boost from the start, carrying over some of your hard-won strength. You can now continue to improve your characters, and as long as you save your progress that has the "cleared game" flag, you can use this in the next game.

You can obviously use this chance to go back and finish any side quests or collections that are as yet undone, such as finishing the last of the Avatar rematches now that you have the Azure Flame God's data added to the list, or completing the various hard-to-finish campaigns throughout Mac Anu. All of your previous party members except Atoli are available during this time, so take the chance to level them up and increase their affection as you explore.





Along with what you have left unfinished from before, there is also a new quest added to the Quest Shop that ties in with the three Mark of Offering event areas you explored before, covered in the "Side Quests" chapter of the guide.

Aside from all this, you can also continue to fight in the Arena at this point. Although you've already won the position of Emperor, more fighting is necessary to round out the Arena statistics in the Books of 1000, to raise your guild rank up to level 3 and collect all of the special items the books offer. At this point, the following teams have also been added to the Arena ranks, or improved in level (Most are far too easy, but a few pose a challenge):

10SECS BABY!		
NAME	JOB	LEVEL
MUSTANG	EDGE PUNISHER	33
DELOREAN	HARVEST CLERIC	33
IPU	SHADOW WARLOCK	33

DO WHAT U WANT		
NAME	JOB	LEVEL
SUI	TWIN BLADE	50
DICCA	STEAM GUNNER	50
GOMASABA	HARVEST CLERIC	50

AIR RAID		
NAME	JOB	LEVEL
FLASH IN SKY	SHADOW WARLOCK	33
BACKFIRE	SHADOW WARLOCK	33
QLIONE	BLADE BRANDIER	33

DREAMCATCHERS		
NAME	JOB	LEVEL
MERLIN	HARVEST CLERIC	31
YUMEKO	TWIN BLADE	31
SHIZIMA	EDGE PUNISHER	31

DAZZLING DANCE		
NAME	JOB	LEVEL
WHEEL OF FORTUNE	LORD PARTIZAN	32
ZUIRAG	STEAM GUNNER	32
NIK3	SHADOW WARLOCK	32

EKA KICKS		
NAME	JOB	LEVEL
KOYAMU	BLADE BRANDIER	50
BAHO	TWIN BLADE	50
YAZIKITA	EDGE PUNISHER	50

DIE 4 ARENA		
NAME	JOB	LEVEL
UNEMPLOYED BARON	EDGE PUNISHER	50
FREE MEAL MAN	TWIN BLADE	50
FREELOADER	HARVEST CLERIC	50

ENEMY BUSTERS!		
NAME	JOB	LEVEL
EUGENE	EDGE PUNISHER	32
NU11	LORD PARTIZAN	32
RINKEN	STEAM GUNNER	32

FIGHTING OTAKU		
NAME	JOB	LEVEL
EDDIE	TRIBAL GRAPPLER	35
OIMATSU	TRIBAL GRAPPLER	35
CHOBI	TRIBAL GRAPPLER	35

GODDESS OF WAR		
NAME	JOB	LEVEL
SIGURD	BLADE BRANDIER	25
FLAYALIS	LORD PARTIZAN	25
VALKYRIE	LORD PARTIZAN	25

GOODBYE-BYE-BYE		
NAME	JOB	LEVEL
LEGION	LORD PARTIZAN	28
SACRED OF BUN	BLADE BRANDIER	28
ZONZON	HARVEST CLERIC	28

IDENTITY: MOJA 2		
NAME	JOB	LEVEL
NINJATO	TWIN BLADE	50
NOGMUNG	BLADE BRANDIER	50
SYAKE	SHADOW WARLOCK	48

KING OF KINGS		
NAME	JOB	LEVEL
SIMBA	HARVEST CLERIC	30
MASAMUNE X	LORD PARTIZAN	30
PTY	SHADOW WARLOCK	30

LAW OF THE MIGHT		
NAME	JOB	LEVEL
XANDER	LORD PARTIZAN	29
3000CROWS	TWIN BLADE	29
LIAN LONG	HARVEST CLERIC	29

LEANING FORWARD		
NAME	JOB	LEVEL
BULLET SHOUGO	TWIN BLADE	25
MEXICO VALLEY	EDGE PUNISHER	25
CODE HOOLDER	HARVEST CLERIC	25

LIGHT OF LIFE		
NAME	JOB	LEVEL
ONYX	LORD PARTIZAN	27
KYANKYAN	STEAM GUNNER	27
VIRGO	LORD PARTIZAN	27

LORD EN LUUUV		
NAME	JOB	LEVEL
HENAKO	HARVEST CLERIC	50
DR. D	HARVEST CLERIC	50
PSYCHE	EDGE PUNISHER	50

MR. HIGGINS		
NAME	JOB	LEVEL
C3H803	BLADE BRANDIER	34
TRUE LIAR	LORD PARTIZAN	34
MY FAIR LADY	TRIBAL GRAPPLER	34

NO REASON 2 LOSE		
NAME	JOB	LEVEL
HIMEGON	EDGE PUNISHER	26
ARLY	HARVEST CLERIC	26
TIGER'S NEST	SHADOW WARLOCK	26

NOT BAD GUYS		
NAME	JOB	LEVEL
ZACK	SHADOW WARLOCK	29
MIKI-T	STEAM GUNNER	29
PARTIZAN	EDGE PUNISHER	29

OVERHAND FINISH		
NAME	JOB	LEVEL
GENERATION WOLF	TWIN BLADE	26
YANOSUKE	BLADE BRANDIER	26
JINROKU	HARVEST CLERIC	26

SABERS		
NAME	JOB	LEVEL
X PERCY X	EDGE PUNISHER	31
BLEW ME OFF	TWIN BLADE	31
TROMBONE	HARVEST CLERIC	31

SILENT BUTCHER		
NAME	JOB	LEVEL
AILEZ	STEAM GUNNER	50
DANGO MASTER	HARVEST CLERIC	50
MILLIE	SHADOW WARLOCK	50

STRAIGHT SWEEPER		
NAME	JOB	LEVEL
KITTY<3	TWIN BLADE	35
NAOSHI=KUGA	TWIN BLADE	35
JJ TRIBAL GRAPPLER	35	

SWORD SOUL		
NAME	JOB	LEVEL
LEAVE12	HARVEST CLERIC	27
ASK	BLADE BRANDIER	27
ISHIKARI CAT	SHADOW WARLOCK	27

THREE GAMBLERS		
NAME	JOB	LEVEL
NEMURI KYOGORO	BLADE BRANDIER	30
NUREBA KOJIRO	BLADE BRANDIER	30
ARIMORI	EDGE PUNISHER	30

TRIPLE-O		
NAME	JOB	LEVEL
OISAN	EDGE PUNISHER	50
WANG LIN	EDGE PUNISHER	50
LIEUTENANT OKADA	BLADE BRANDIER	50

TRU BEAST TRAIL		
NAME	JOB	LEVEL
TANU	SHADOW WARLOCK	50
SAGITTARIUS	ADEPT ROGUE	50
NUADA	SHADOW WARLOCK	50

YOKAROUMON		
NAME	JOB	LEVEL
TRAVELING	EDGE PUNISHER	28
EDWARD	STEAM GUNNER	28
MURDOCK	LORD PARTIZAN	28

ZODIAC		
NAME	JOB	LEVEL
KAPLICO	TWIN BLADE	50
SCHIEZE	BLADE BRANDIER	50
MARI ARIMA	STEAM GUNNER	50



Complete all of the tasks that you like, or even just explore various random areas, improving your party as a whole. Read the rest of the news and forum posts that have appeared during the final stage of the game, and above all, have fun.

The next volume, and a return to The World, await.

SIDE QUESTS AND COLLECTIONS

Throughout the game there are a number of different side events that can be experienced, but only with a bit of effort on your part. These are not keywords handed to you directly through forum posts or emails. Instead, these quests require going out of your way to find them and complete them.

This section collects these various events that are not part of the main walkthrough, but are still valuable for gaining items and experience. It also lists various collections that you can find in the game, helping you to complete your lists.

[THE QUEST SHOP

Located in the center of Mac Anu, the Quest Shop is different from the other NPC-run stores. Instead of selling items of a particular type it gives out missions to characters as they progress through the game.

In these missions, a particular NPC hires the adventurers to complete some specific goal–to collect a certain key item, kill a number of monsters, or what have you. For this the characters receive some specific item as a reward and often gain some other less tangible reward as well, such as unlocking one of the other side campaigns in the game. Each quest is unlocked at a different stage in the overall game, and has specific requirements–sometimes a character will email Haseo with a suggestion for themselves and another specific character to go on the quest, so you cannot undertake it without those characters.



To accept a quest, go to the Quest Shop and speak with the NPC, then choose the quest from the overall list. Quests that you haven't looked at yet are marked as "new," unfinished quests have a grayed-out medal next to their name, and those that have been completed are marked with a fully-colored medal. Create the party you intend to finish the quest with before speaking to the NPC, since once you accept the quest you must complete it with those same characters.

When you accept the quest you are given the keyword for that mission's area. Go to the Chaos Gate and enter the area as normal, then complete the mission. You sometimes warp out directly upon completion and at other times must take a Platform out, but in either case as soon as you return to town you go automatically to the Quest Shop to complete the task and receive your reward.

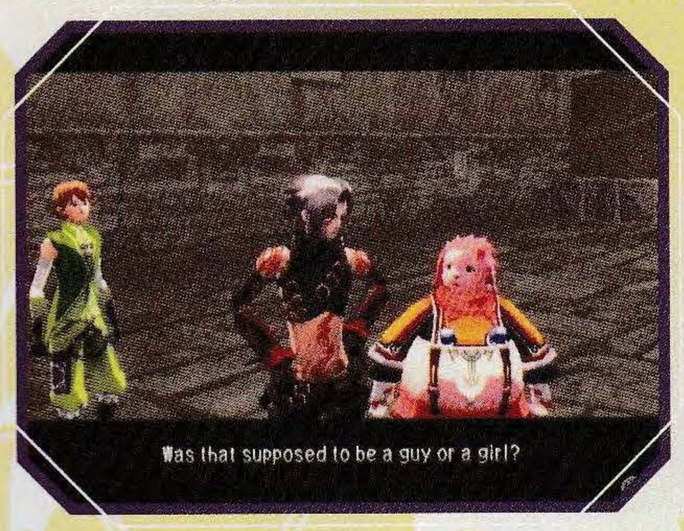
CROWN QUEST

CLIENT:	**DR. KUBO**
REWARD:	**TEXT OF WISDOM, UNLOCK CHIM'S KICKER CAMPAIGN**
SUITABLE LEVEL:	**5**
UNLOCKED:	**AS PART OF THE NORMAL STORYLINE**
REQUIREMENT:	**3 PARTY MEMBERS**

The walkthrough for this quest is covered as part of the normal storyline. See the walkthrough chapter "New Doors Open" for details.

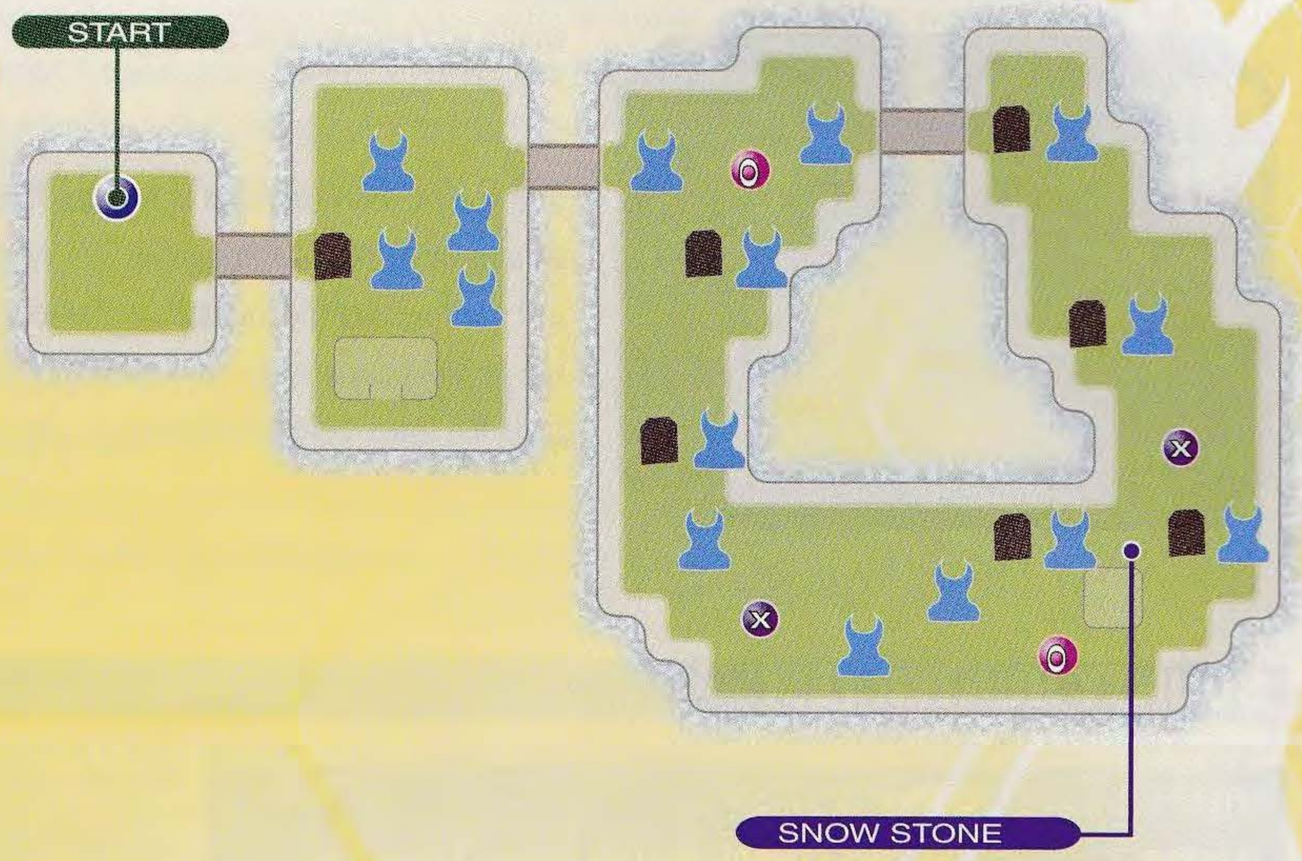
BIKMAN'S ART SUPPLIES

Your client is an artistic NPC named Bikman who, as the quest title suggests, wants some supplies for his work. He needs a rare item called a Snow Stone in order to make top-quality paints, and this is where you come in. You need to go to the given area to collect a Snow Stone, but there's a catch–once you have the stone in your possession, you can't get into a fight or ride your Steam Bike, or else the stone will shatter from the motion and break.



CLIENT:	**BIKMAN**
REWARD:	**TEXT OF SENSE, UNLOCK BIKMAN'S MODEL CAMPAIGN**
SUITABLE LEVEL:	**8**
UNLOCKED:	**AFTER FINISHING THE CANARD GUILD MASTER EVENT**
REQUIREMENT:	**3 PARTY MEMBERS**

AREA VITALS
KEYWORD: △: CREEPING FORTUNE'S PARADISE
AREA LEVEL: 8
ITEM LEVEL: 8
ELEMENT: WATER
AREA TYPE: FIELD
WEATHER: SUNNY
MONSTERS
GOBLIN MAGE, LIZARD HUNTER
RATINGS
SURPRISE ATTACKS/ENEMY PARTIES: 16
TREASURE BOXES OPENED: 7
DESTROYED OBJECTS: 2
TREASURE BOXED OPENED: 6
DESTROYED OBJECTS: 6



The route that you should take in this field depends on what exactly you want from it–if you wish to simply get in, grab the item, and get out, or if you want to maximize your gains for the area.

Either way, first run across the eastern bridge and clear out all four groups of enemies from the first island. As all four groups are scattered along or near the path between the two bridges, any of them could be trouble if you try to slip past them coming out and fail. If you want to risk it, just clear out the two groups nearest the end of each bridge, but it's better to be safe than sorry. When the island is empty continue across the next bridge to the east, and now you must make your choice.



If you wish to just get in and out as quickly as possible, continue forward, fighting off the two groups of foes directly at the ends of the bridges at the north end of this island section. Continue forward across the bridge taking the shortcut to the other side of the island, and make your way down the eastern shore, fighting each group of monsters as you pass. When you reach the south of the island and the small plateau, inspect the north side of the hill where a blue sparkle catches your eye. Take the Snow Stone, and make your way back up the path that you just cleared on your way down.

If you want to maximize your gains, after the four monster groups on the second island cross to the third, then fight every group of monsters and collect all the items south along the western side of the "U"-shaped island. you gain more experience points, three more chest items and an extra item from a breakable object this way. Before gathering the Snow Stone fight your way up the eastern side of the "U" to clear off everything else, then return to the hill to pick up the stone.



Once you do pick up the object of your quest, remember not to summon your Steam Bike, or you ruin the stone. Run up the eastern side of the island, cross the three bridges in turn, and leave via the platform where you started. Bikman meets you at the Chaos Gate and collects the prize, and you return to the Quest Shop where you receive your reward.

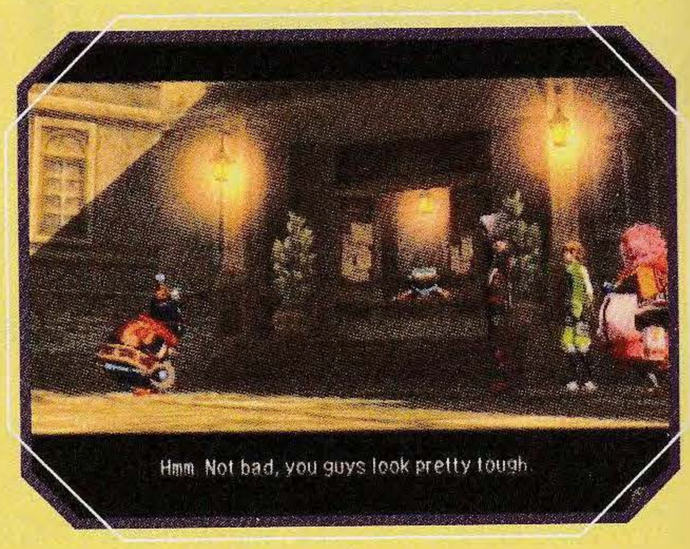


Completing this quest also opens the "Bikman's Model" campaign, which revolves around talking to the various other PCs all throughout The World to hand out flyers. Speak with Bikman in the Alchemy district, just northwest of the fountain, at the foot of the bridge. Unlike with the "Chim Kicker" Campaign, you can't talk to him immediately–you must go into another area or leave The World temporarily and come back to reset the town, before he shows up. See later in the chapter for more info on this campaign.

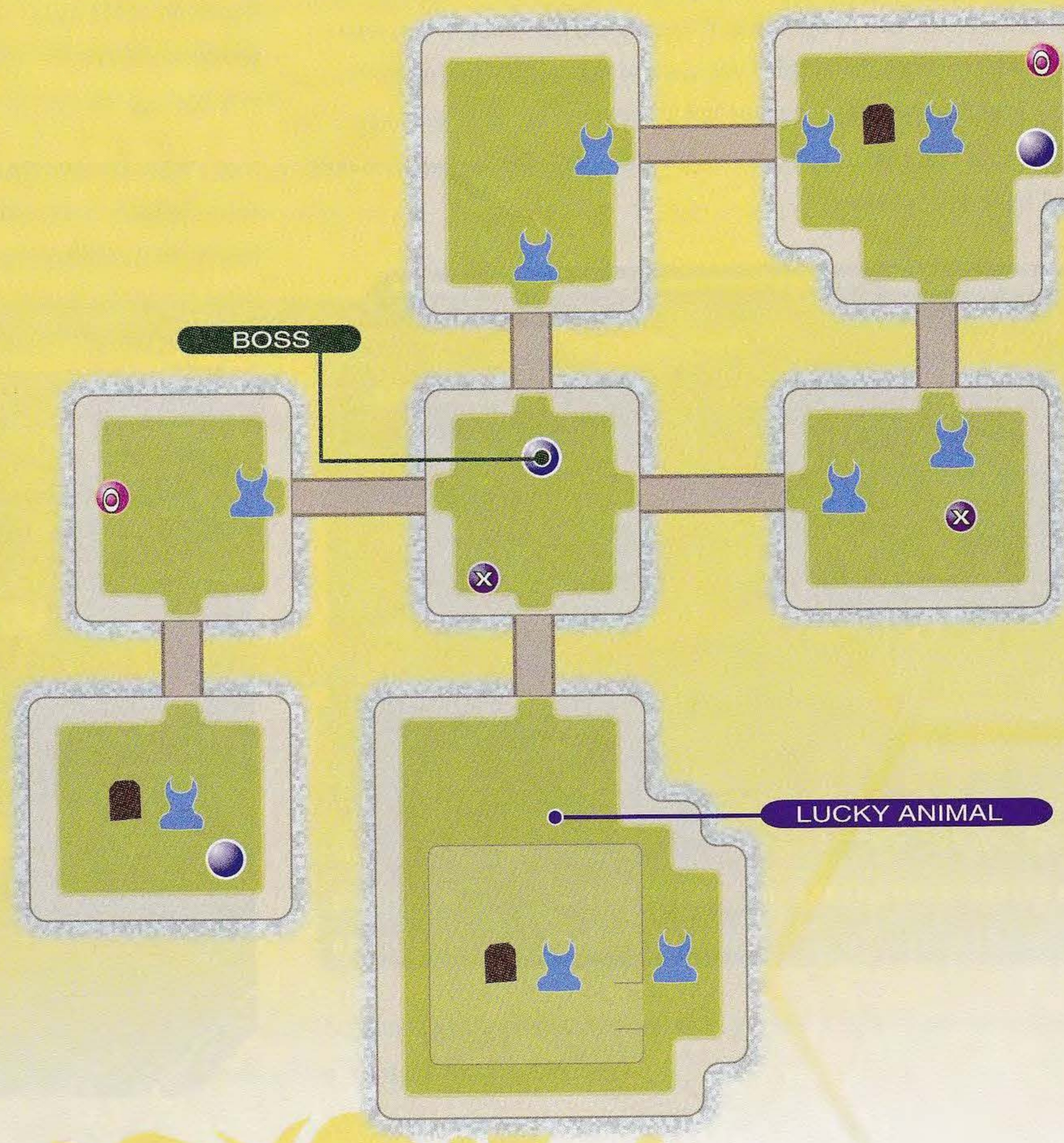
BOUNTY HUNTER TEST

CLIENT:	DINGO
REWARD:	HUNTER'S SYMBOL, UNLOCK "CHASE THE BOUNTY" CAMPAIGN
SUITABLE LEVEL:	10
UNLOCKED:	AFTER FINISHING THE CANARD GUILD EVENT
REQUIREMENT:	3 PARTY MEMBERS

This time you're not really completing a task for someone else–instead you're taking a test for your own benefit. Dingo is in charge of The World's bounty hunter program, and this is the test that players must complete in order to be bounty hunters. Your mission in the field is simply to defeat all of the monsters around the three altars scattered around the area.



AREA VITALS
KEYWORD: Δ: DANCING MOURNING MASQUERADE
AREA LEVEL: 10
ITEM LEVEL: 10
ELEMENT: FIRE, WIND
AREA TYPE: FIELD
WEATHER: STORM
MONSTERS
ANGELIC GORE, VAK FANG, ZAN FANG
RATINGS
SURPRISE ATTACKS/ENEMY PARTIES: 11
TREASURE BOXES OPENED: 3
DESTROYED OBJECTS: 2





There's not much strategy involved here, but if you haven't yet fought the Angelic Gore monsters when you tackle this quest, be prepared for fights against large, tough monsters with a lot of HP. Use Rengeki Attacks often, concentrate on one foe at a time with your allies, and block the foes' own charged punches and dashes. These are also good candidates for practicing crashing into them with your Steam Bike, if you can come up on the Angelic Gores alone from behind.



For the quickest path, clear off the island to the south first, defeating the altar monsters on top of the plateau and catching the Fate Worm Lucky Animal to the north of the same plateau before moving on. Return to the center island, and take either the east or north bridge and look around to the northeast for the second altar. The third altar is found west and then south from the central island. A platform on this same island returns you to town.



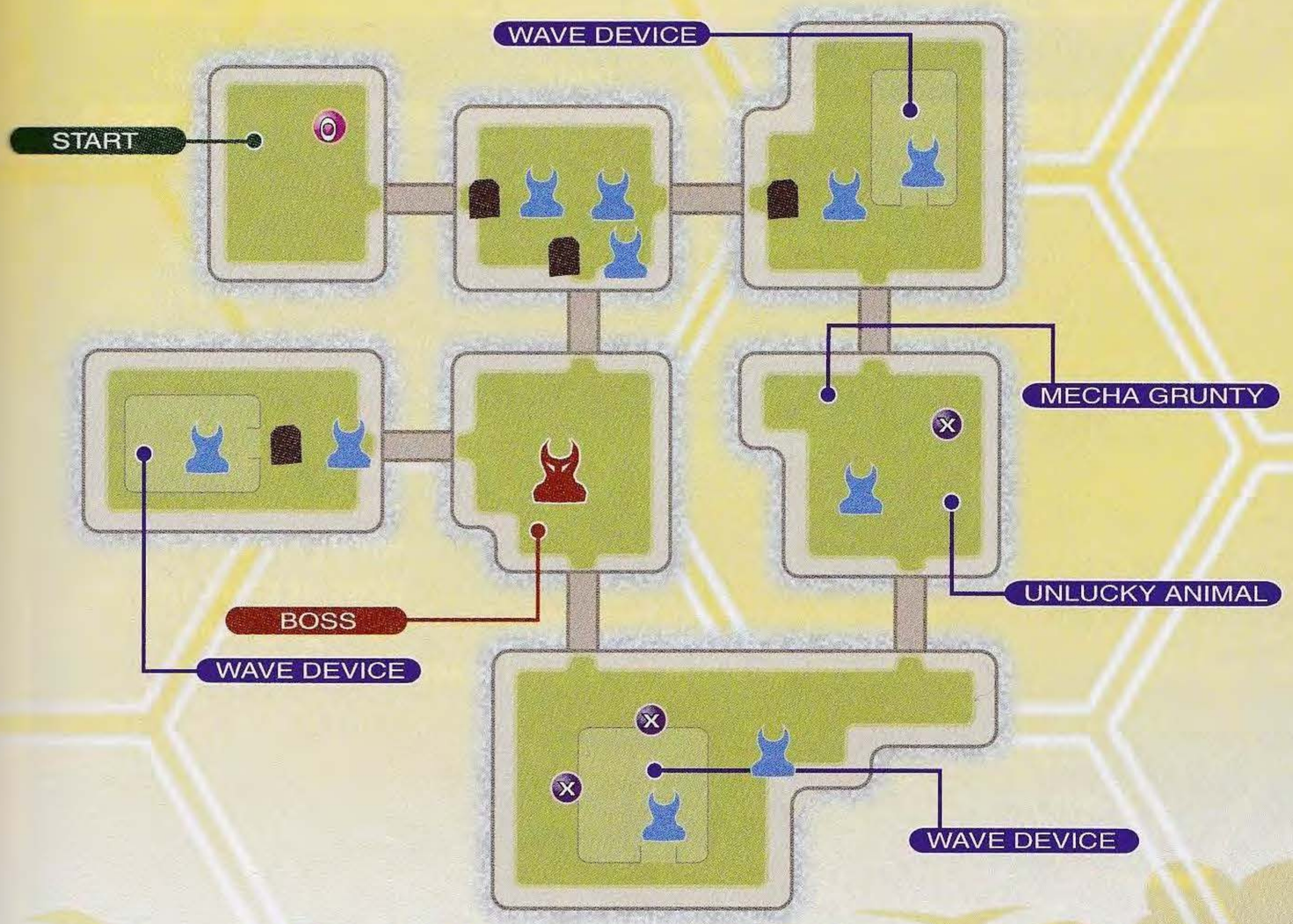
Clear out all three items, and back in town Dingo gives you a reward and makes you an official Bounty Hunter. This opens up the "Chase the Bounty" campaign. After resetting the town by leaving and returning talk to Dingo at any time in the back alley of the Mercenary district to participate.

STEAM SCIENTIST'S INVENTION

CLIENT:	**DR. KEPEL**
REWARD:	**TEXT OF POWER, UNLOCK "STRAY MECHA GRUNTY" CAMPAIGN**
SUITABLE LEVEL:	**9**
UNLOCKED: AFTER ESCORTING ATOLI AROUND D:	**BLURRY OBSESSIVE STALKER**
REQUIREMENT:	**3 PARTY MEMBERS**



It appears that Dr. Kepel's robotic creation has gone out of control, and it's up to your party to stop it. Go to the area that he tells you about, and set up three Wave Devices on hills surrounding the mechanical Knuckleman in the central island to decrease its stats. Then take on the robot itself and defeat it to collect its Memory Module. This includes a fairly tough boss fight at the end, so you may wish to gain extra levels before accepting the request. When you do accept, take plenty of healing items.



AREA VITALS
KEYWORD: Δ: ESSENTIAL IDLING OLD WORLD
AREA LEVEL: 9
ITEM LEVEL: 10
ELEMENT: FIRE, WIND
AREA TYPE: FIELD
WEATHER: SUNNY
MONSTERS
LIZARD HUNTER, VAK FANG, ZAN FANG
RATINGS
SURPRISE ATTACKS/ENEMY PARTIES: 11
TREASURE BOXES OPENED: 4
DESTROYED OBJECTS: 3



You start on the northwestern island and Knuckleman is on the central island, so concentrate on moving around to install all three Wave Devices before catching his attention. Cross the two bridges to the east to reach the northeastern island, fighting as you go, and clear the monsters off the plateau. Once the monsters are defeated it triggers the cut-scene to install the first Wave Device, which lowers Knuckleman's defense.



Climb down from the plateau and go across the southern bridge, and rescue the Mecha Grunty to the northwest of the island. As you continue through the island watch out for the Unlucky Animal to the southeast–avoid it, or get in two quick kicks before it can curse you, before crossing the next bridge to the southern island. Here go west to reach this island's plateau and defeat the next set of monsters on top, setting a Wave Device to lower the robot's attack power. Around this point you should be saving your Morale Gauge for the final fight, fighting each group of monsters as you go to build it higher, and using plenty of Rengeki Attacks.



With one device to go, you must cross onto Knuckleman's central island itself to reach the last device. Go across the bridge, and carefully hug the southern and western shores to slip behind the foe without catching its attention. Cross the western bridge, and continue straight ahead to reach the next plateau's monsters and set up the final Wave Device. This one lowers the enemy's mobility.

With all three devices set, it's time to bite the bullet and tackle him head-on. Cross back over to the central island and approach him to begin the fight. Make sure you finish up any other business in the field before this point, as you won't have the chance afterward.





KNUCKLEMAN

SKILLS	SIZE	LEVEL
LIMITER OFF, STEAM BULLET	L	15
REWARD	HP	SP
MEMORY MODULE	749	150

ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE
52	36	35	38

FIRE	WATER	WIND	EARTH	LIGHT	DARK
8	7	8	9	7	6

Even with all three Wave Devices functioning, this boss isn't a pushover, especially since one of his abilities raises his attack power again.

The first problem is his armor–it is displayed as a red line under his yellow HP bar, and you must slowly damage the armor to finally destroy it before you can do much damage at all to his large HP pool. Use every fast, high-damage attack you can pull out to whittle this armor down, including the Morale that you should have saved up by this point.





If you give Knuckleman much chance to attack, you could be in trouble. He hits hard normally, but he can also charge up an attack where his top section whirls around in place at great speeds, damaging every character around him for a good amount of damage.



Knuckleman also has an attack where he charges up for a moment, leaps up into the air, whirls his arms around and them smashes his fist back into the ground, for a large amount of damage over a very small area. Magic-casting characters with low armor are especially in trouble if they are hit by this attack, although it's hard to get them to hang back at a safe distance. Change their strategies to have them stay back and heal if needed, or have revival items on hand.

If your party gets into too much trouble stand back and play the healer role from a distance outside the area attack's reach. Let other physical fighting allies take the front line to hold the robot's attention, while you keep them alive and participate in any Rengeki Attacks, and trigger Awakening when the opportunity arises. Once you can trigger this special mode things become easier. It helps you break down Knuckleman's armor quickly and also lowers his HP rapidly.





Eventually you should be able to whittle Knuckleman down to nothing, at which point you receive the Memory Module. As soon as you retrieve this item you return to town automatically, without needing to take the platform.

Back in Mac Anu the good doctor retrieves the module from you, and you receive your just reward. You also unlock the "Stray Mecha Grunty" campaign at this point, accessible in the doctor's house in the Harbor district of town. See further in this chapter for details.

ANIMAL MANIA

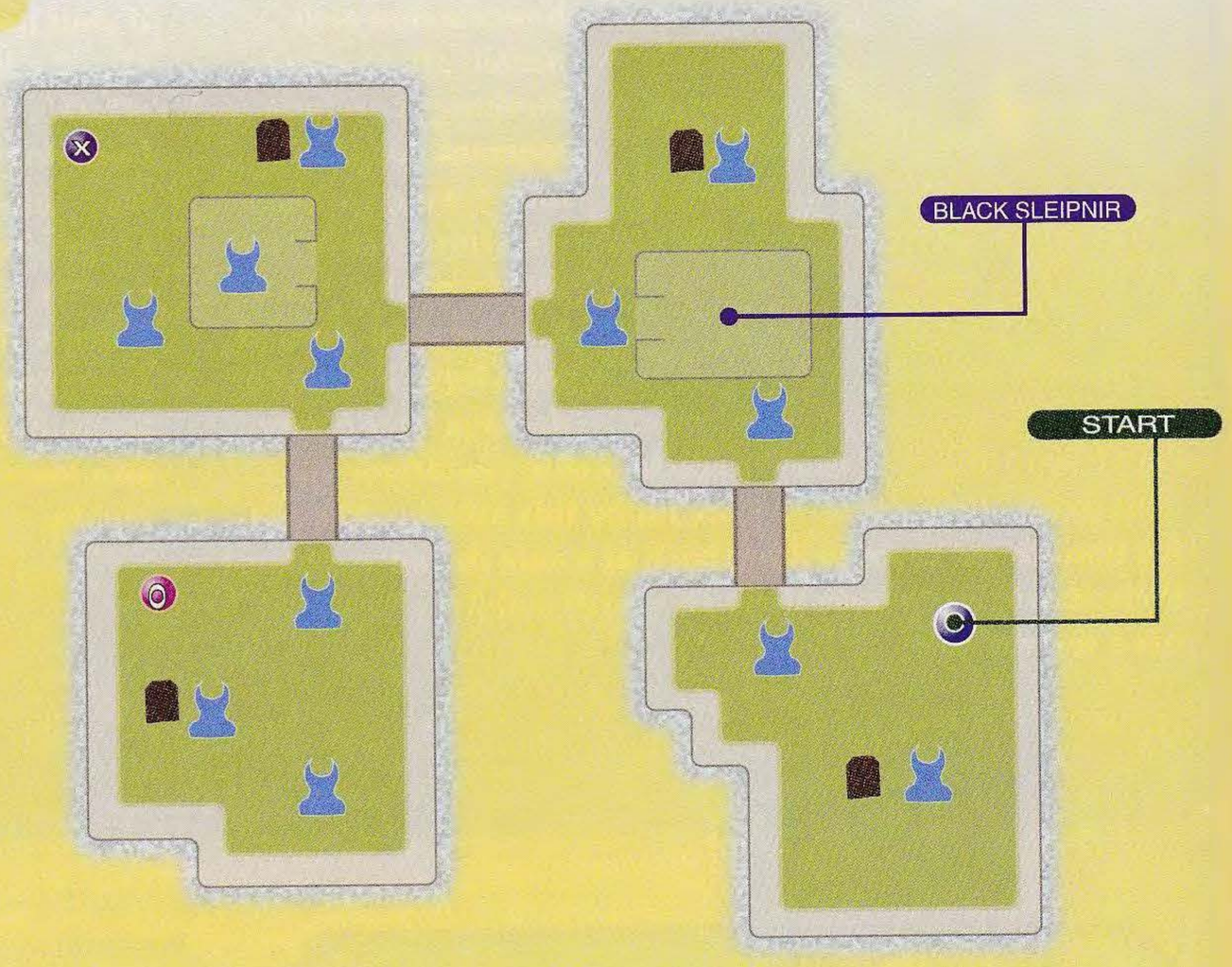
CLIENT:	**DR. PAO**
REWARD:	**TEXT OF STAMINA, TWO PIECES OF EQUIPMENT, UNLOCK LUCKY DATA COLLECTION CAMPAIGN**
SUITABLE LEVEL:	**13**
UNLOCKED:	**AFTER GETTING ALL THREE ARENA TEAM MEMBERS**
REQUIREMENT:	**3 PARTY MEMBERS**

As Gaspard has already emailed you about this quest (and he'll be useful in the field fights), bring him along for this quest as well as one other member.

The client this time, Dr. Pao, is deep in the study of Lucky Animals. As part of his research he wants more data on the elusive Black Sleipnir, so he needs adventurers to track it down and attach a location charm to it. The trick to this is that the shy Lucky Animal will not emerge until all monsters on the field are gone, which means that your task is to clear the entire field of monsters.



AREA VITALS
KEYWORD: Δ: SCREAMING RETURNING PRINCESS
AREA LEVEL: 13
ITEM LEVEL: 14
ELEMENT: FIRE
AREA TYPE: FIELD
WEATHER: SUNNY
MONSTERS
ANGELIC GORE, CHICKIE
RATINGS
SURPRISE ATTACKS/ENEMY PARTIES: 12
TREASURE BOXES OPENED: 4
DESTROYED OBJECTS: 1



Since your goal this time is to wipe out all of the monsters, of course they're not going to be easy. Even if you haven't run into the Angelic Gore monsters during the storyline yet you've probably seen them in a previous Quest Shop mission, but the Chickie monsters may be completely new to you.

Chickies are small birds that fly around during the first part of a fight, at which point they take almost no HP damage. Below their HP bar is a blue flight bar that shows how much energy they have to remain flying. To reduce this second bar, damage them. Quick, repetitive attacks work well for this purpose, which is why Gaspard is a good choice, as is Piros the 3rd with his Air Raid Art. Once the flight bar is gone the Chickie is slammed to the ground, at which point you should chase it down and quickly remove its remaining HP.



Concentrate on taking each one out as quickly as you can, because these have the ability to whistle to summon forth an additional Chickie into the fray.

Because of the high-defense nature of these particular monsters, you should be able to pull off a lot of Rengeki Attacks for Morale. When you do build it up, the Beast Awakening is best against the Angelic Gores, while Demon Awakening is extremely effective against the Chickies.

You start in the southeast corner of the field, on an island with two monster groups. Defeat every group of monsters on an island before moving on. Your next stop is the island to the north, with three monsters and the plateau where the Lucky Animal appears. It's not there now, so bypass it, defeat all the foes, and continue across the bridge to the west. The third island holds four groups of monsters and the field's single breakable object. With this island clear, head south to defeat three more groups of foes, and make use of the one tree containing Chim Chims to the northwest of the island.

As soon as you defeat the final monster in the area, the Black Sleipnir feels safe enough to emerge. He appears on the northeast island, on top of the plateau. Cross back over the bridges to the north and east, and climb the plateau to start chasing him down. This Lucky Animal is very fast and requires three kicks before he'll stop, so work on cutting him off by trying to judge where he'll swerve next. Try to trap him against the side of the plateau if you can.



Once you land three kicks, the Black Sleipnir stops and blesses you with 2000 GP. You then automatically attach the charm and immediately warp back to the root town to receive your rewards. You receive not only the Text of Stamina, but also two additional items. Of course you also open the Lucky Data Collection campaign that sets you hunting down Lucky Animals for their data by talking with Dr. Pao in the Alchemy district.

PURSUER OF THE TWILIGHT

CLIENT:	OGMA
REWARD:	JOB EXTENSION, BROAD LEGGED, 1000 EXPERIENCE
SUITABLE LEVEL:	20+
UNLOCKED:	AS PART OF THE NORMAL STORYLINE
REQUIREMENT:	SOLO ADEPT ROGUE, AT LEAST LEVEL 20

This is the second Quest Shop mission that takes place as part of the normal storyline. See the "Reach for the Stars" section for more detail on the quest and how to complete it.

DEFEAT GURUGON

CLIENT:	DR. PAO
REWARD:	TEXT OF POWER
SUITABLE LEVEL:	23
UNLOCKED:	AFTER VISITING RAVEN FOLLOWING THE FIRST TOURNAMENT ROUND
REQUIREMENT:	3 PARTY MEMBERS (MUST INCLUDE PIROS THE 3RD AND GASPARD)

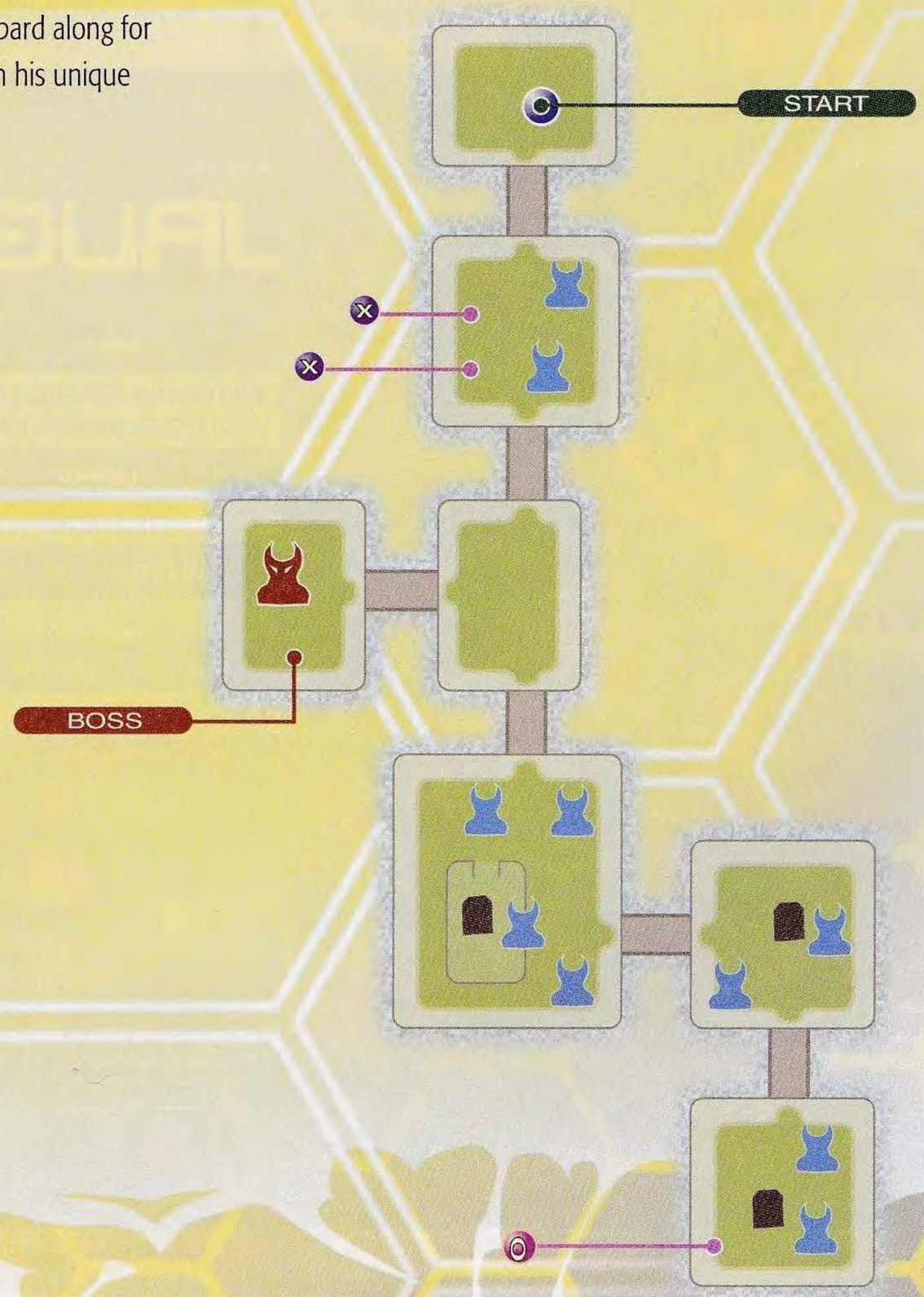
This is a difficult side quest to complete, as you must watch very carefully for any opportunity to add Piros and Gaspard into your party. If you don't catch the right chance you may need to wait for the end of the game, when you have access to almost all party members.



This quest reintroduces you to Dr. Pao, the Vital Vista NPC studying Lucky Animals. As he was out in the field studying animals his notes were eaten by a huge monster called Gurugon, so it's your job to defeat the monster and retrieve the notes, a little worse for wear.

This time you are requested to take both Piros the 3rd and Gaspard along for the ride, so put up with Piros infecting your Warlock friend with his unique enthusiasm, and go to the Chaos Gate to enter the given area.

AREA VITALS
KEYWORD: Δ: RISING LOVE'S GATE
AREA LEVEL: 23
ITEM LEVEL: 24
ELEMENT: WIND, EARTH
AREA TYPE: FIELD
WEATHER: SUNNY
MONSTERS
GOBLIN ABYSS, GOBLIN GUARD, LIZARD ASSASSIN
RATINGS
SURPRISE ATTACKS/ENEMY PARTIES: 10
TREASURE BOXES OPENED: 3
DESTROYED OBJECTS: 2





You arrive on the northernmost island of the field, so wait while Piros waxes eloquent about the graphics for a while, then leave and cross the bridge to the next island south. Here you fight two sets of monsters, being careful of the Goblin Abyss' long-range spells and the Lizard Assassins' charged attacks, as well as the Goblin Guards' tendency to defend and break up your combos. Collect items from two barrels before you cross the next bridge to the south.



Here you meet another PC exploring this field who (perish the thought) seems a bit similar to Piros in his admiration of the graphics. The two of them chat for a while before you have the chance to move on to the next island. Go south to fight four sets of monsters and collect the item from a chest on the plateau. Now cross east to the next island in the chain, where two more sets of enemies and another chest wait, and finally south to the last island. Here is the only tree of the Area, along with two monster groups and a chest, this one holds a key item called a Fortress Stone.



With the stone in your possession return to the third island where you spoke with the young graphic artist. Cross the western bridge to reach a barrier, then press ⊗ while targeting this blue force field. The Fortress Stone neutralizes the barrier, allowing you access to this final island.

As you step off the bridge you have one last cut-scene with the downcast graphic artist, and now it's up to you to fight Gurugon not only to win back the notes, but to cheer up the artist as well. The fight begins as soon as the cut-scene ends, so you have no chance to take the enemy by surprise.



GURUGON

SKILLS	HP	SP
CONFUSION TONGUE, STEAM BULLET, GURMAN'S PRIDE	1357	106

REWARD	SIZE	LEVEL
FIELD NOTE	L	25

ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE
65	48	49	51

FIRE	WATER	WIND	EARTH	LIGHT	DARK
12	10	12	10	12	12



This enemy looks big and mean, but you can take him with your allies' help. If Gaspard has the Repth spell or a large stock of healing items, put him on the "Life" strategy if you start to wear low on health, but otherwise let him attack with his powerful spells.

Between Gaspard's spells and Piros' Air Raid ability, not to mention Haseo's fast twin blades, this is a fight where you should be able to get in a lot of Rengeki Attacks. Use these to wear the enemy down fairly quickly, and to build up to Awakening levels.

Watch out for Gurogon's strong physical attacks, and also his ability to inflict your party members with status effects. Use restoration items as needed, but keep up the assault as much as possible to wear him down before he does the same for you.



With the notes in hand, watch the final cut-scene of dialogue between Piros and his new friend, then your group automatically warps out to report back to the Quest Shop.

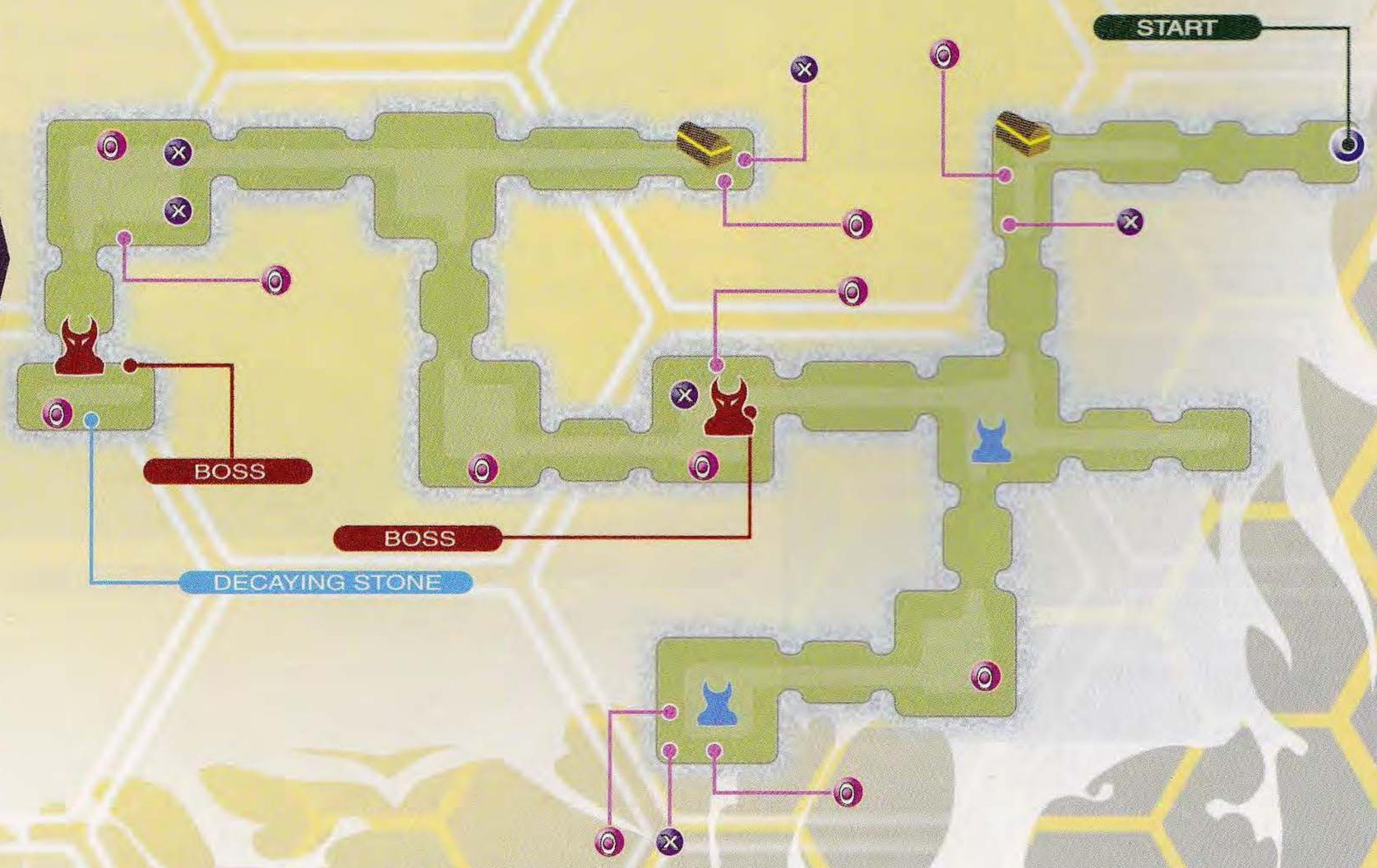
UNDERGROUND EXPLORATION

CLIENT:	**BIKMAN**
REWARD:	**TEXT OF SENSE**
SUITABLE LEVEL:	**32**
UNLOCKED:	**AFTER RECEIVING NOTIFICATION OF THE TOURNAMENT SEMI-FINALS**
REQUIREMENT:	**3 PARTY MEMBERS (SILABUS AND GASPARD NEEDED)**

You first learn of this quest through an email from Silabus. He requests that you take both him and Gaspard, so your party for this mission has already been chosen. Your client is once again the flamboyant Bikman, who's as eager in his art as ever. He seeks the Decaying Stone, another rare component for the highest-quality paints. There are no special requirements for carrying the stone this time, you just need to reach the far end of the dungeon and claim it.



AREA VITALS
KEYWORD: Δ: COILING DESTINY'S WHICKER
AREA LEVEL: 32
ITEM LEVEL: 33
ELEMENT: FIRE, WIND
AREA TYPE: DUNGEON
WEATHER: INDOORS
MONSTERS
GOBLIN ABYSS
RATINGS
SURPRISE ATTACKS/ ENEMY PARTIES: 3
TREASURE BOXES OPENED: 2
DESTROYED OBJECTS: 6



While this quest seems relatively straightforward, the first wrinkle crops up as soon as you warp into the area. Matsu and his cronies are also here. They're supposedly on patrol, but it sounds like they intend to act as an obstacle to Haseo and his teammates as well, while they're here. Watch the cut-scene to its finish, then move into the dungeon to try to beat them to the punch.



While this area is one of the cave dungeons, it consists of only one level, making it easier to explore. The first room holds only a chest, breakable mushroom, and one of the ubiquitous Chim Chim carts used to collect their energy. Clear it out and follow the only path south to a four-way intersection holding one set of enemy monsters. Foes are the Goblin Abyss monsters that you fought earlier alongside Pi, so they shouldn't be much of a challenge now with three higher-level characters. Just make sure your characters don't bunch together, making them easy targets for the monsters' attack spells.



When the monsters are cleared out, you have your selection of paths to take. The eastern path leads only to a dead-end room with nothing inside, so go south instead to reach a room holding Chim Chims, then follow the path as it turns west and into another room with one set of enemies to fight, along with another breakable object.



Return to the four-way intersection, and this time go west to continue your way toward the dungeon's end. Before you can go any farther you have a situation to deal with in the next room—a PK in progress, with Matsu's patrol nowhere to be found. It looks like it's up to Haseo's crew to teach these punks a lesson.



The next fight is something like the PK battles that you run across in various areas, except that here there are two fights, Shukumu and Nero Nero. Shukumu is an edge punisher with a strong sweeping broadsword, while his ally Nero Nero is a slightly quicker Blade Brandier. This fight isn't all that challenging, as the enemies have bitten off more than they can chew. Avoid Shukumu's heavier attacks, and use twin swords for their speed to open up Rengeki Attacks against each enemy in turn. They soon fall, leaving you victorious.

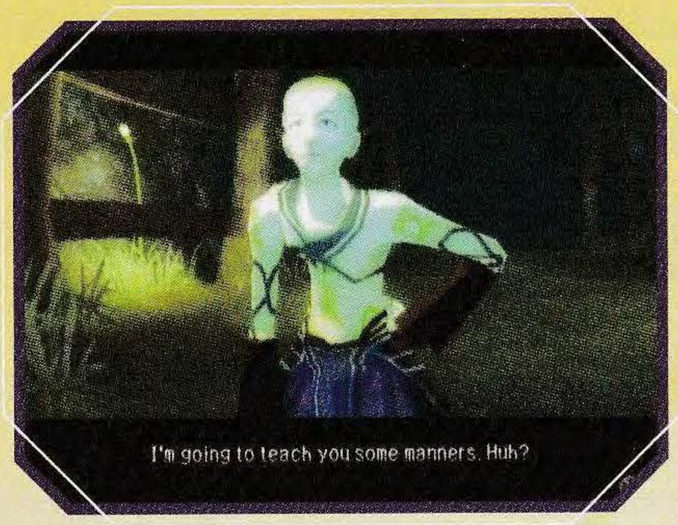


The would-be PKs leave, warning you about their "boss" who will wreak vengeance upon the group's heads, so take it with a grain of salt and collect a small reward from their intended victim. With that out of the way, kick open the mushroom in the room, collect more Chim Spheres if you like, then continue on your way to the west.

The next room holds only more Chim Chims, so turn north and continue to the next. Turn east to reach a dead-end room holding a chest and mushroom, then return to the previous room and go straight through to the western exit this time, collecting items from two more mushrooms in the next room. Now you have just an exit to the south to take, before you reach the end of the dungeon.



With the delay you suffered, Matsu and his friends have managed to get here just ahead of you. Just as Matsu has proposed an interesting solution to the problem of who gets the one item, the PKs show up with their "uber-strong" boss to teach you a lesson you won't forget...just perhaps not the lesson they were intending.





The fight is the same as before, except that you don't have the extra support of the previous victim, and you also add the Twin Blade Negimaru into the mix. He's a bit tricky with his fast, sweeping dual-sword attacks, but he doesn't add a large enough element of danger to the fight to really worry about. As his defense is rather low take him out first, blocking against his own attacks, then work on his allies as before.



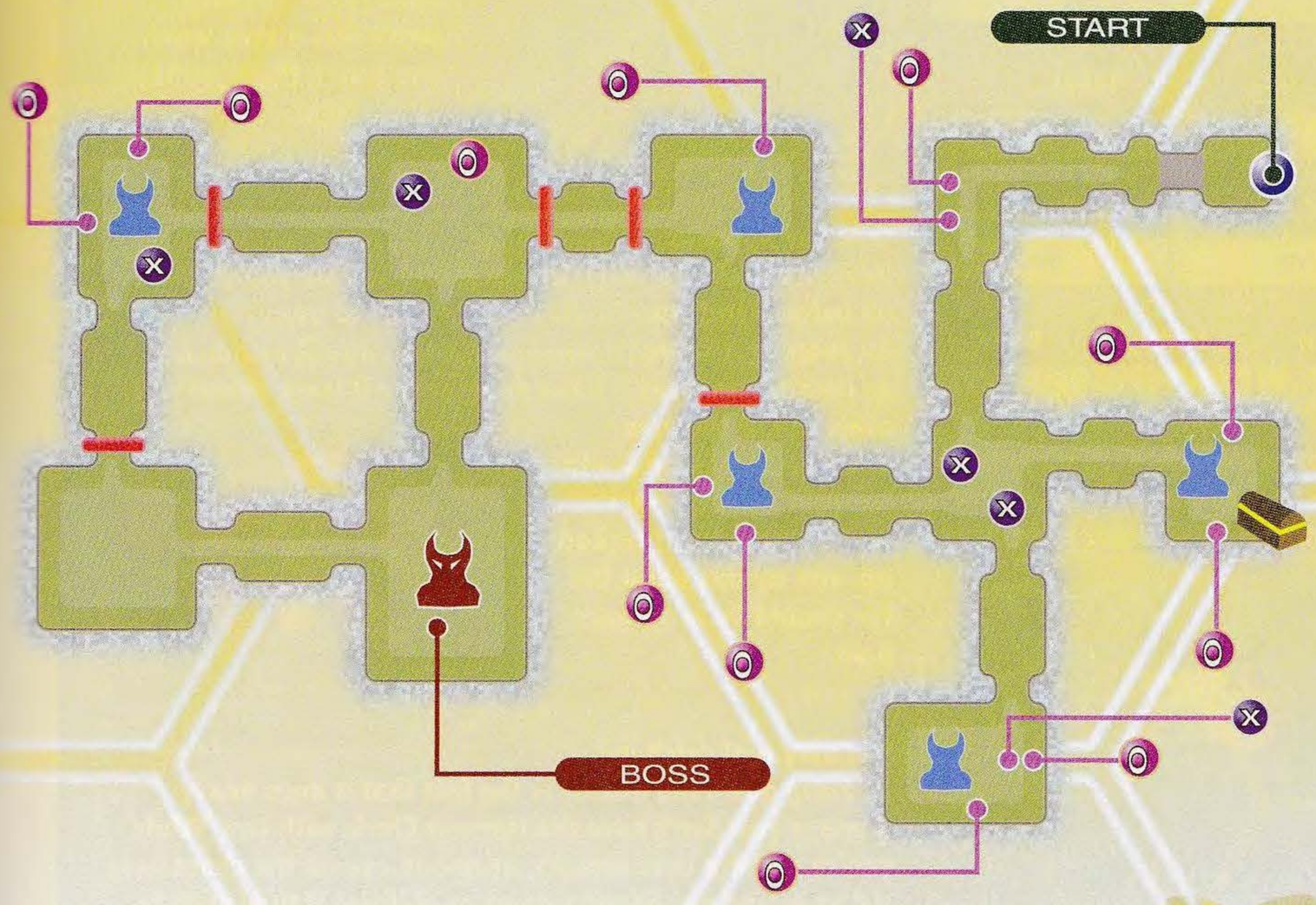
Once the fight is over, Matsu lets Haseo's group claim the item. Pick up the Decaying Stone from the sparkling spot against the south wall, and you immediately leave the dungeon and finish the quest back in town.

CRAB MONSTER PARTY

CLIENT:	**MAREL**
REWARD:	**TEXT OF STAMINA, AMBER DRAGON EYE**
SUITABLE LEVEL:	**37**
UNLOCKED:	**AFTER THE TOURNAMENT FINALS**
REQUIREMENT:	**3 PARTY MEMBERS (MUST TAKE KUHN AND PI)**

After you receive the email from Pi, invite her and Kuhn to your party and accept this quest. The hook this time is that Marel likes to collect mushrooms from a certain cave, but that area has lately been infested by crab monsters. Your job is to enter the caverns and exterminate every crab inside, to make it safe again.





AREA VITALS
KEYWORD: Δ: DISPUTING GRAY TINY BEAST
AREA LEVEL: 37
ITEM LEVEL: 37
ELEMENT: FIRE, WIND
AREA TYPE: DUNGEON
WEATHER: INDOORS
MONSTERS
MAD JAWS
RATINGS
SURPRISE ATTACKS/ENEMY PARTIES: 5
TREASURE BOXES OPENED: 1
DESTROYED OBJECTS: 6



Just inside the area entrance Haseo is in for a rude shock. Alkaid is also doing this quest, and she's not any happier with Haseo than she was at the end of her match against him. Not only do you have to contend with the monsters in the area, but you'll have to compete against the former Emperor as well.



When you can move, follow the pathway west and south to an intersection, kicking open breakable items and gaining Chim Spheres along the way. Go east from the intersection to fight your first bad guys. You're here to exterminate the Mad Jaws inhabiting the cave. These large crab-like monsters show up in pairs and are covered with hard shells that act as armor, so use a broadsword to break this bar down before going in for the kill. Don't be shy about using Arts if needed, and make sure everyone is healed, since you don't have a dedicated healer with you. These enemies are fairly easy to get Rengeki Attacks on, so start saving Morale for the final boss fight.



After the first set of foes, go back to the intersection and then turn south to fight the second pair. Return, then take the last, western exit and follow the path through two more fights and three Chim Doors, until you reach a room with two additional exits, west and south. Here you stop to view a brief cut-scene, where it appears that Pi and Alkaid don't get along so well either. The red-haired character moves on again in a huff, and you're free to continue.



Take the western exit and go through the Chim Door to find the last Mad Jaws of the area. Once you defeat them you hear a loud noise, that signals that the boss monster is still around. The tunnel to the south connects eventually to the boss's room, but through another Chim Door, so instead take the alternate route back east and then south, where you are greeted by another cut-scene. As expected, as soon as the cut-scene is over, it's time for you to fight.

GREAT JAWS

SKILLS	HP	SP
LAST CRAB DANCE, UBER CRUSTACEAN	1522	265
REWARD	**SIZE**	**LEVEL**
AMBER DRAGON EYE	L	40

ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE
78	86	72	87

FIRE	WATER	WIND	EARTH	LIGHT	DARK
34	41	39	38	35	42

This fight is much like the crab fights you've been experiencing up until now, just tougher. The armor shell takes more to get through, and the foe has a lot more HP and defense to worry about, and hits harder to boot. Keep your broadsword equipped, to do heftier damage and get rid of its armored shell, and let Kuhn and Pi work on building up enough combos for a Rengeki Attack.



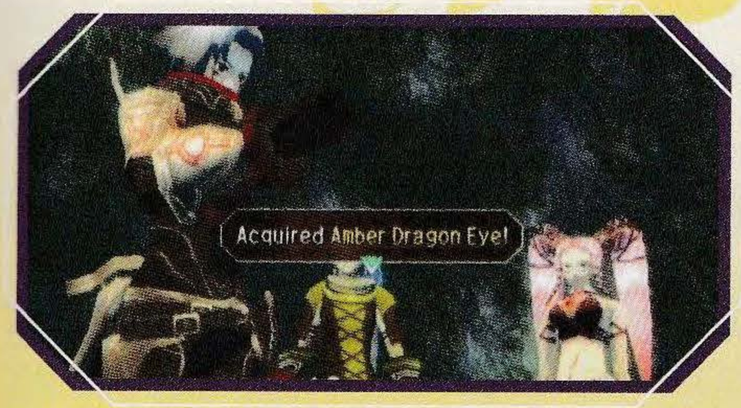
The enemy attacks are also much like a normal crab's. It uses one pincer to do a normal attack, and charges up a double-claw strike to damage a character more and knock them back some distance. Block this attack when you see it, then get back to the fight.



Take the opportunity for a Rengeki Attack whenever it presents itself. Between that and any Morale you've built up beforehand you should soon be able to perform an Awakening. Use Beast Awakening, and attack as quickly as possible to wear the foe down while it lasts. When you come out of the mode don't neglect to do another Rengeki Attack from the high combo-count racked up, and by this point the foe should be in serious pain.



The only real catch in wearing down the enemy is the fact that it does heavy damage you don't have the Harvest Cleric with you. While you're making your attacks, keep one eye on the characters' HP bars, and use healing items or abilities if they start to drop too low.



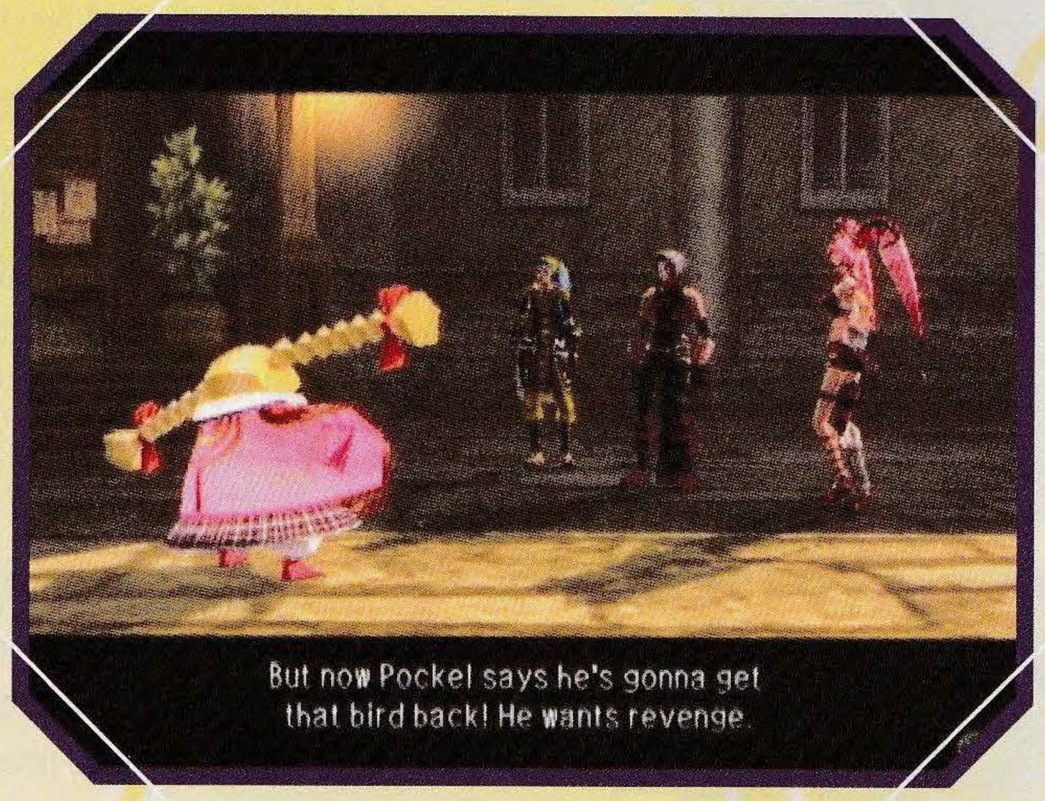
To the victor go the spoils, so once you defeat the boss, you gain a reward from the chest it left behind, as an automatic part of the after-fight cut-scene. Haseo gets to keep the item, despite it being Pi's idea to come here in the first place, so all in all it's not a bad day's work.

As soon as the end-fight cut-scene comes to a close, you warp automatically back to town, and from there go to the Quest Shop to finish the mission and to receive your other reward.

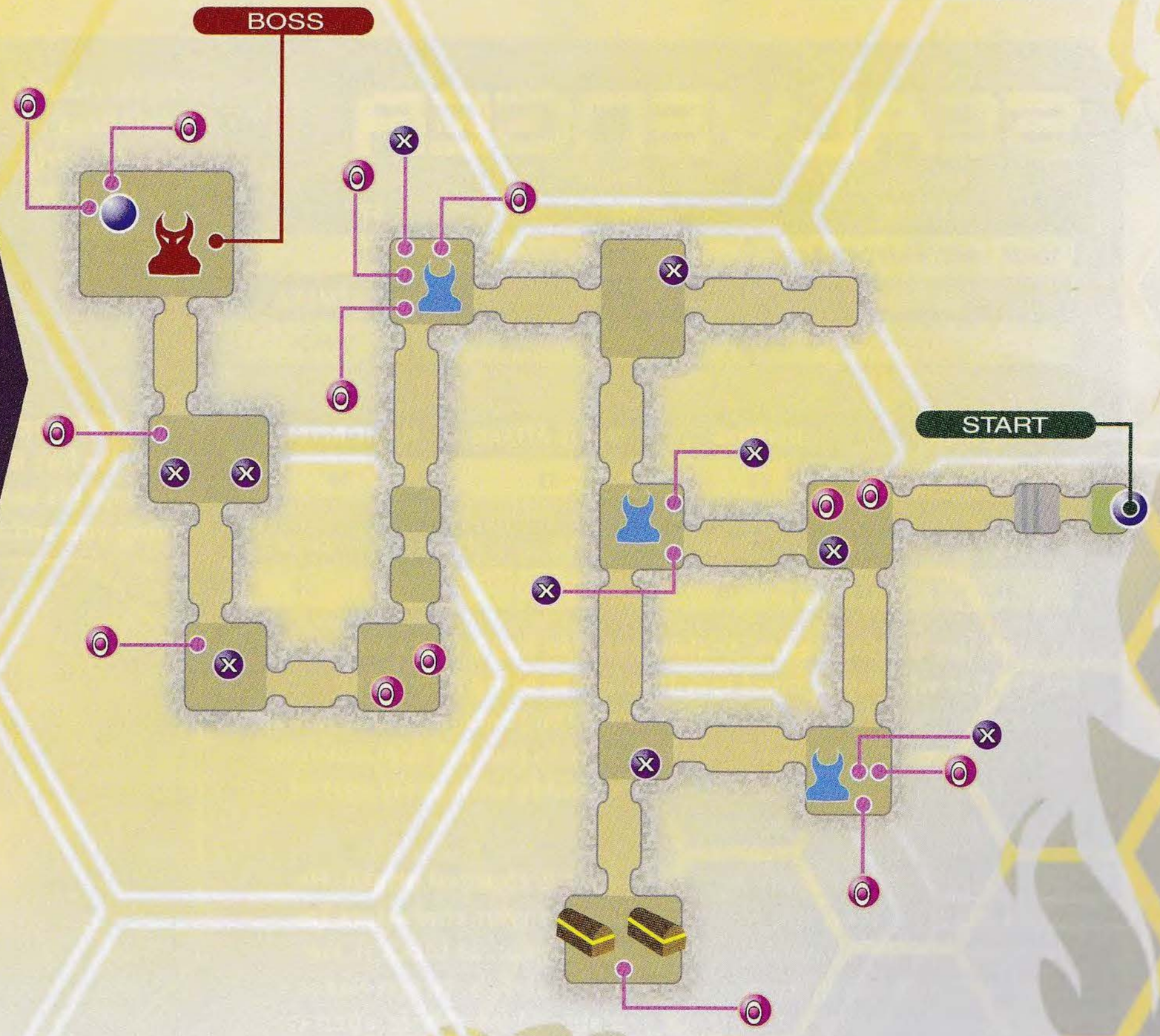
MAZE OF THE BIRD MONSTER

CLIENT:	**MAREL**
REWARD:	**TEXT OF WISDOM**
SUITABLE LEVEL:	**37**
UNLOCKED:	**AFTER THE TOURNAMENT FINALS**
REQUIREMENT:	**3 PARTY MEMBERS (MUST TAKE KUHN AND PI)**

This time, a friend of Marel has gotten into a scrape in a dungeon. He's run into a boss monster called Scalvenger, and wants to get revenge on it himself. Marel wants you to get to the area first and defeat the giant bird, before her friend gets killed.



AREA VITALS
KEYWORD: Δ: CRYING GAMBLER'S FOOTSTEPS
AREA LEVEL: 37
ITEM LEVEL: 37
ELEMENT: WATER, EARTH
AREA TYPE: DUNGEON
WEATHER: TWILIGHT
MONSTERS
CHICKIE DADA
RATINGS
SURPRISE ATTACKS/ENEMY PARTIES: 3
TREASURE BOXES OPENED: 2
DESTROYED OBJECTS: 11





Once in the dungeon, go west to the first intersection to view your first cut-scene. It looks like you're not alone on a quest, as you spot a female character alone facing off against a group of monsters. After a moment you realize that the girl is in trouble, so Kuhn being…Kuhn…rushes off to save her, pulling Haseo and Pi into the fight with him.



This first fight is against the Chickie Dada monsters that inhabit this dungeon. There's nothing special about the fight itself, except that you can't get a surprise attack on them, or avoid the fight once you enter the room. Luckily, you shouldn't have any trouble polishing them off, so let Kuhn get his Romeo act out of his system, and get on with the quest.



Next go south to find an unscripted fight, then west and south to make sure you collect all the available items. Now go north to fight more enemies and complete a loop consisting of four rooms, then north once more for the second unavoidable fight of the dungeon, along with more cut-scenes, and more of the Casanova routine from Kuhn.



After the fight and cut-scenes end, follow the path as it runs west into the last set of normal foes, then south, west for another short cut-scene, and north again through one room into another, larger room. This is where the boss of the dungeon resides, and it looks like you have to save the day once again.

SCALVENGER

SKILLS	HP		SP
SONIC SHOT, RAPTOR'S BEAK	792		148
REWARD	SIZE	LEVEL	ELEMENT
–	M	37	WIND

ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE
69	39	32	38

FIRE	WATER	WIND	EARTH	LIGHT	DARK
11	12	14	10	11	11

As with the Chickie Dadas, Scalvenger also has a flight bar under his HP bar which you must tear through to bring him to the ground. If you've saved up Morale from the previous fights and are ready for an Awakening you may be able to just kill him outright–otherwise wield your twin blades, preferably with some sort of Earth base, and start attacking.

While Scalvenger is in the air, watch for his charged attack. He glows red for a moment, then dives toward your characters for multiple hits. Interrupt this with a Skill Trigger, or block it. Go back to attacking before you lose your combo–between Haseo's twin swords and Pi's fast attacks you should be able to open up Rengeki Attacks on this boss, to quickly strip away its flight capabilities.



When Scalvenger hits the ground, the fight is even easier. He has limited mobility and attacking options here, and his remaining HP quickly drain away, leaving you victorious.



With the fight over you could claim an extra prize from the boss's chest–but with Kuhn and a damsel in distress in the same room together, don't expect to keep any nice items. With the fight done, the party automatically goes back to town and to the Quest Shop, to report in and collect the prize–which this time, you get to keep.

LORD OF THE DEAD

CLIENT:	**NONE**
REWARD:	**WORD OF VIGOR, WORD OF SPIRIT, TEXT OF POWER**
SUITABLE LEVEL:	**47**
UNLOCKED:	**AFTER CLEARING THE GAME, FINISHING THE PRIOR MARK OF OFFERING EVENTS**
REQUIREMENT:	**3 PARTY MEMBERS**

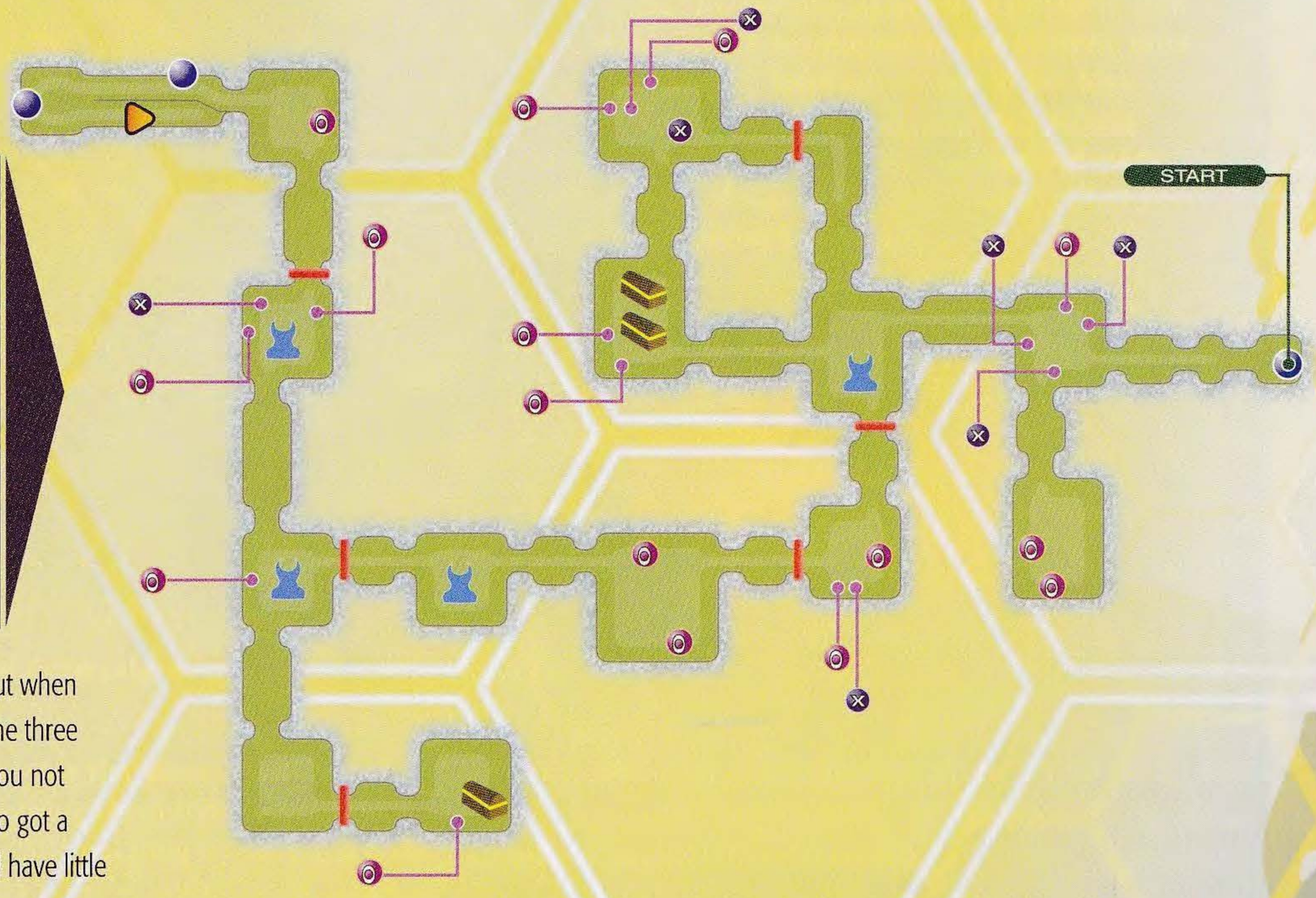
This quest doesn't unlock until you've actually finished the main storyline of the game and watched the credits roll. At that point, if you've completed the three Mark of Offering events included in the main walkthrough, you receive an email that this quest has been added to the Quest Shop.

Invite two of your favorite party members, but make sure they're strong, and bring along someone who has some healing abilities in a pinch. Characters that can attack from a distance such as Kuhn and Gaspard have a slight edge, as it helps keep them a little spread apart and away from the enemy's short-distance attacks. Bring along some way to defend against Curse or at least remove it, and strong SP- and HP-restoring items. Your goal is to put a stop to Cernunnos' resurrection the hard way, and it's going to be tough!



DUNGEON, B1

AREA VITALS
KEYWORD: Δ: ENDLESS CORPSE'S MARCH
AREA LEVEL: 47
ITEM LEVEL: 47
ELEMENT: WATER, EARTH
AREA TYPE: DUNGEON
WEATHER: INDOORS
MONSTERS
LIVING CORPSE, POISONED DEAD, WIGHT RIDE



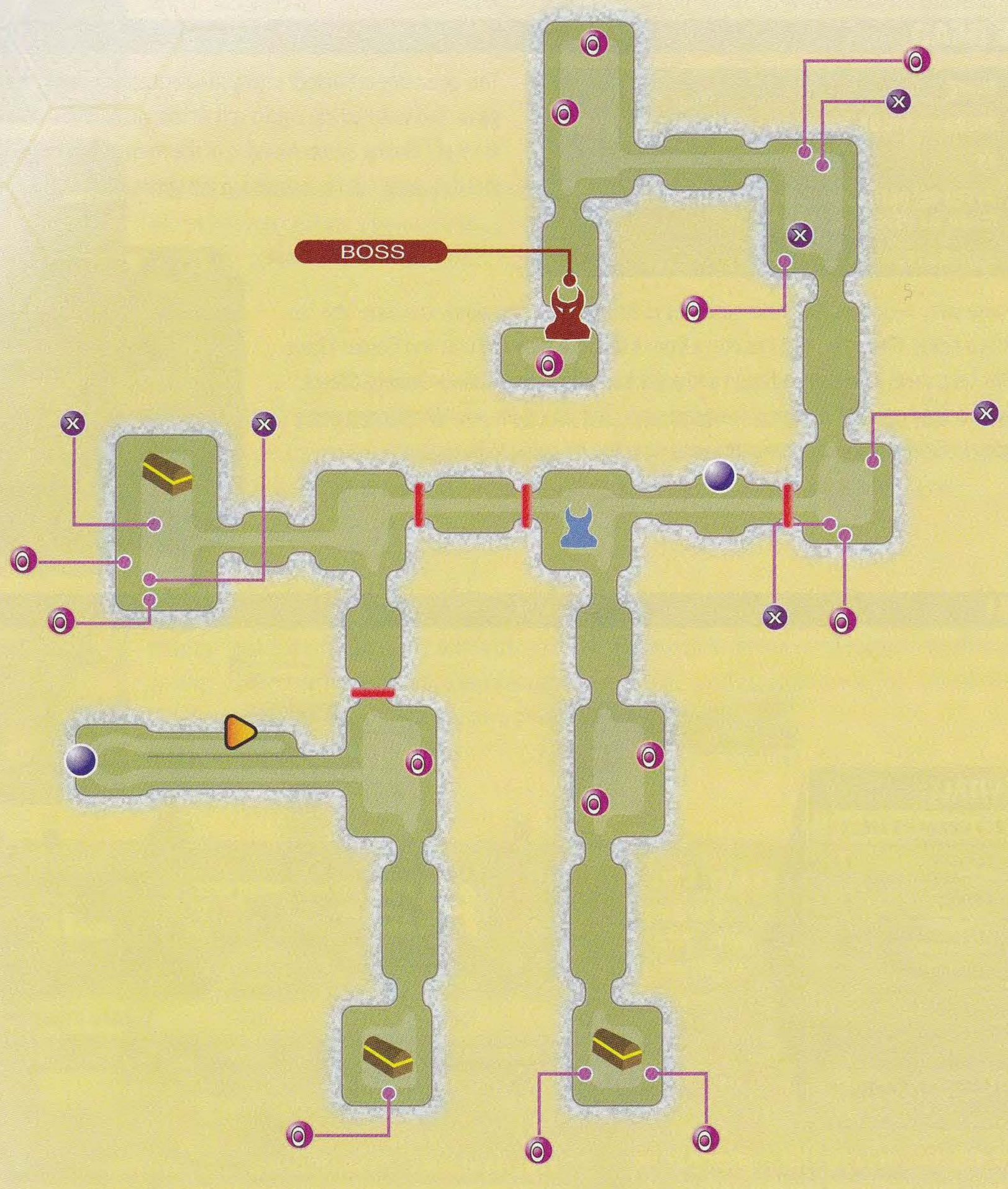
The enemies in this dungeon are infrequent, but when they appear they are the boss monsters from the three previous Mark of the Offering quests. Luckily, you not only know how to fight them all, but you've also got a few levels on them by this point, so you should have little difficulty in navigating the dungeon.

Collect the items from the first room you enter. The southern route leads to a dead end with only Chim Chims, so instead continue out the western exit, to reach the first set of enemies. Continue west to collect more items from chests (one trapped), go north to clear the next room, then save Chim Spheres by ignoring the Chim Door and returning south and east to the intersection.



Now go south through this Chim Door, collect the item from the mushroom, and open the next door to the west. Go straight ahead through a large room and into the next with a set of foes, then past the next Chim Door another group of enemies wait. Go south and east through another locked door to find a chest, then return to the previous intersection and continue north to fight a last group of foes for this level. Collect the item from the mushroom, open the Chim Door to the north, continue into the next room, then west to reach the ramp leading down.

DUNGEON, B2



From the first intersection go south to collect a chest item, then return and next go north through a Chim Door to a new branching of paths. Go west to collect two items from mushrooms and another item from a trapped chest, return to this latest intersection, and open two Chim Doors to the east. Here you find the only set of normal monsters on this level. Defeat them, then go all the way south to reach another chest.



Once you reach the dead end and pick up the item, return to the intersection where you fought the foes, and this time go east past a platform. Open another Chim Door, pick up the items from the mushrooms, and go north to a room holding two more breakable objects. Now follow the path as it loops west and then south, where you trigger a new cut-scene.

The three NPCs that you met in the previous events are out in full force, and they transfer you to the eerie Lost Grounds of Indieglut Lugh. With final incantations they summon their lord, Cernunnos, and it's up to you to put a stop to him.



CERNUNNOS

SKILLS	HP	SP
GREAT ROAR, DEMONIC WIND, DEAD STRUGGLE	4145	426
REWARD	**SIZE**	**LEVEL**
5000 GP, BLACK ARMOR	XL	47

ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE
129	79	78	81

FIRE	WATER	WIND	EARTH	LIGHT	DARK
36	46	40	42	32	58

For this fight wield your strongest twin swords. This enemy is huge, with a lot of strength and a lot of HP. To put him down you need to use as many Rengeki Attacks as possible to build up Morale, opening up the chance to use Beast Awakening to lower his HP by a large amount at once. This huge foe takes 30 hits before you can use the Rengeki Attack on him and it can be difficult to get a full combo, so strike fast whenever you can.



The first danger of attacking this enemy up close arises quickly, and keeps occurring throughout the fight. This boss uses a green mist to inflict your characters with Curse, so remove it as needed and watch your SP. If between Curse and damage your own healing demands get to be too much, switch one of your allies to the "Life" strategy and let them take over.



Every so often Cernunnos draws back a fist, then knocks all of the nearby characters far away, sending them flying back into the battle fence for extra damage. This not only hurts, but it risks stopping any combos you've build up to this point. Long-range attackers may manage to avoid this attack and keep the combo going, and you should have Haseo spring to his feet and dive back in using a Skill Trigger to cover the ground quickly.



A second move knocks your characters back in a similar way, but also increases the enemy's attack and heals him for 300 HP at the same time. When this happens be more defensive while you see him glowing red.



Use a Beast Awakening as often as possible, and this drops his HP more quickly and steadily than any other means. Take advantage of the high combo score from the Awakening to perform another Rengeki Attack when the special mode ends. Repeat the general pattern until either your party or Cernunnos gives out.



Once the boss is defeated you immediately receive a nice bonus in the form of the Black Armor and 5000 GP. Watch the ending cut-scene with the three NPCs, then you warp instantly back to town to receive more powerful items that increase a character's parameters.



[MAC ANU VITAL VISTA CAMPAIGNS

As you complete many of the Quest Shop missions, the grateful Vital Vista NPCs ask you to visit them at home or elsewhere in town. As soon as the quest ends, you can enter their houses.

When you go to visit the NPCs, each gives you a special key item, and tells you what they want you to do. This way you begin various campaigns in order to receive more GP and items, some that you cannot find any other place.

CHIM'S KICKER

This campaign is unlocked after the Crown Quest, part of the main storyline that you must complete. Visit Dr. Kubo in his house in the Mercenary district of Mac Anu, across from the @Home. He asks you to collect data on the different types of Chim Chims that you meet, and bring him any extra Chim Crowns that you happen to find.

To complete this campaign, simply release and kick any possible Chim Chims out in the areas. Those that you've kicked up to this point count toward your total as well, so you may have earned some nice rewards as soon as you start the campaign. Just as a normal part of adventuring you should be able to finish this campaign well before the end of the game. You gain points for kicking any type of Chim Chims, with the more uncommon Chim Chims netting you more points.



Aside from giving you items as you reach certain point levels, Dr. Kubo also buys Chim Crowns from you for 1000 GP each. These items are sometimes dropped by the King Chim Chims once you collect their Chim Spheres.

CHIM DATA GOALS	
CHIM DATA POINTS	**REWARD**
50	Life Scroll
100	Antidote Scroll
150	Dawn Bird Scroll
300	Priest Scroll
500	Word of Vigor

BIKMAN'S MODEL

Once you complete the Bikman's Art Supplies quest, Bikman appears in the Alchemy district of Mac Anu, across the bridge from the Warp Point. He wants you to hand out flyers to any PC that you meet (135 flyers total). Any PC that you've spoken to already by this point automatically has a flyer.

To hand out a flyer just approach a PC and speak with them. If you haven't met them before, you see a notice that you give them a flyer before the usual conversation menu appears. This holds true in areas as well, and as the various Medic Union PCs only appear in areas, be sure to speak with anyone out on the fields or in the dungeons that you come across.

You can see more detailed information when you speak with Bikman, breaking the different races and genders down by name. Below are the rewards for the various goals, along with the lists of characters, for you to more easily see who you are missing.



FLYER HANDOUTS	
GOAL	**REWARD**
15 flyers total	Tornado
30 flyers total	Earth Spike
55 flyers total	Red Sun Stone
90 flyers total	Gold Snake Skin
135 flyers total	Dowsing Rod
All human male	12 Healing Rain
All human female	12 Sprite Rain
All beast male	12 Revive Rain
All beast female	12 Sprite Drops

NAMES BY RACE AND GENDER

HUMAN MALE (51)
NINJATO
EDDIE
RUDOLPH
NOGMUNG
OIMATSU
IGA
VERGILIUS
MIDNIGHT-HEAD
DOMINATOR
RIDER CHYOB
LIEUTENANT OKADA
CORPORAL YANO
OOKAMI ITTO
SIDEWINDER
TRES
UBADAMA
HERETIC
KUNIO
ENCEPHALON
LONELY WOLF
BOLTZ
DIMITRI
MAXBURST
ARALAGI
ARYOSHA
MIHIROGI
NAGI
KAZUKI
BLUE EYE SAMURAI
MARK
WISE DRAGON
BATTERY TOMEKICHI
YOSHIO
KATAR
NAGARE
DRAGONFLY
COLT 31
POKURI
EXILE
FANG
CHAMNOSUKE
NONBE
AK47
PILGRIM
LETTUCE TARO
MACHIDA MAN
TAKOWAZA380YEN
GREAT LEO
AYUO
JJ
FLAMBERGE

HUMAN FEMALE (40)
SCHRODINGER
TRIGGER
NAOO
ISOLDE
WANG LIN
CHOBI
DR. D
HENAKO
SYAKE
SENION
INUI
ANGEL HAIR
OLIVE
HEAVENLY FLOWER
-COOH
MILE
MOONLIGHT DANCE
ALICE
PEN PEN
ABCINIAN
1/2
AIRA
MENOU
CHRYSANTHEMUM
PUNISHER MITCH
BLACK PEARL
MERURU
HEART IN BROCADE
HIIRA
NIANGNIANG
AYAME
RENTAL DAUGHTER
KIIRA
SAPPHIRE
MADAME INSANE
JADE
JOANNA
RUBY
ALENEOR
ONYX

BEAST MALE (19)
BARSON
PALE
NUADA
TANU
VANGUARD
SKY
SEISAKU
HIDEYO
BJ
OSAMU
GENPAKU
RYOTAKU
TOWA
SHIROCHAN
ETEMAN
YATSUHUSA
CHAMEE
SUZUKI PIG
POCHI

BEAST FEMALE (25)
INGRID
TOMCAT
SAGITTARIUS
QUASAR
GATES
B1U3
MIKATAN
TIPHERETH
LADY OF THE LAMP
FLORENCE
RINTARO
OUGAI
AGNES
TELESE
AMBER
WILLIAM=G
DOYLE
WATSON
PHELIX
JILL
YOKO
CECILE
KANKO
EVIL WOMAN
ISHIKARI CAT

MISSING PERSONS

For the Medic Union characters, check the number of PCs in an area before you enter, along with the number you've previously met. If the numbers don't match, enter that area to find some of the PCs you still need. You can scroll off the keyword and back onto it to reset the PCs before you go in, which makes it much easier to track down some of the characters.

For other characters that you just can't locate, visit Lumina Cloth often. Some characters go there that don't show up elsewhere. Also try checking the special guild areas for Moon Tree and Kestrel guilds, where you may find some of their members taking it easy.

CHASE THE BOUNTY

With the Bounty Hunter Test completed, your characters become official Bounty Hunters and can take part in the Chase the Bounty campaign. Find Dingo in the back alley behind the shops of the Mercenary district, taking the stairs near Dr. Kubo's house to find him.

When you are exploring the various areas, you'll have already come across various Battle Areas where oftentimes you can thwart a PK attempt, as covered in the "Advanced Hacking" chapter. Once you are a bounty hunter any PKer already defeated counts toward the total. If you rescue a PC from monsters of the area, this does not count. It must be an actual PK attempt.



BOUNTIES	
# OF PKS AVERTED	REWARD
5	400 GP
10	900 GP
20	1500 GP
35	2000 GP
50	3000 GP

Along with normal PK attempts, from time to time you run across one of the special seven blacklisted PKers. These fights are especially tough, and you shouldn't attempt them until you are at least level 40, with strong equipment and party members to back you up. Once you trigger a blacklisted PKer, they will be inside the Battle Area every time you try to enter one from now on, even if you lose to them and restart at your previous save. Since you can't even use a Smoke Screen to escape from these tough fights, it pays to be careful, and you may have to take a long break from collecting bounties for a while.

When you are tough enough to take on these Chaotic PKs and defeat them, you do gain a nice reward from Dingo. Defeating all seven of the blacklisted bounties nets you a bonus of a Ripper's Blade, a powerful set of twin swords. Also check the "Got Ganked" thread in the Forum "The World" on the Community Forums back at your desktop to glow in the reaction of your fellow players.

BLACKLIST		
NAME	JOB	REWARD
Greedy Cervantes	Blade Brandier	4000 GP, Olm Shell
Genjo the Fatal	Steam Gunner	5000 GP, Wing of Lufu
Fiery Genie-Five	Shadow Warlock	6000 GP, Soil Bug Antenna
Magical Pokotan	Twin Blade	7000 GP, Scorpion Tail
Garden Michelle	Lord Partizan	8000 GP, Midoro Flagellum
Poison Lei Lei	Tribal Grappler	10,000 GP, Sleeping Powder
Immortal Goriki	Edge Punisher	15,000 GP, Mantis Nail

GOING BERSERK

When you first clear the requirements to become a Bounty Hunter, Dingo gives you a third keyword fragment, "Berserker's." Use this if you're actively hunting bounties, as it not only gives you a Battle Area to play in, but usually tends to cause one of the Lucky Animals to spawn that helps save you from Game Over.

STRAY MECHA GRUNTY

Help Dr. Kepel with the "Steam Scientist's Invention" quest, and in return you can help him with his other creation, the Mecha Grunty. This little fellow crashes into various areas, and is one of the features found in every random area, as well as most of the storyline areas. Each time you rescue Mecha Grunty, in the past and in the future, it counts toward the total number of rescues. After every certain number of rescues, you receive a reward from the doctor.

As you've probably already seen, each time you rescue the Mecha Grunty by giving him an increasing number of Chim Spheres, he takes off and drops an item, but crashes again elsewhere. Once you rescue him the last of the 50 times required for this campaign he takes off completely successfully, and you no longer find him in the areas you visit.



MECHA GRUNTY RESCUES	
# OF RESCUES	REWARDS
5	Simple Steam Ring
10	Steam Plate
20	Steam Bracelet
35	Steam Armor
50	Steam Suit

LUCKY DATA COLLECTION

Dr. Pao is researching Lucky Animals, so once you help him with his "Animal Mania" quest, he turns to you for more help in collecting data. Every time you kick a Lucky Animal you add one to the number of data collections, and if you haven't seen that animal before it is added to his list. You earn rewards for the total number of times you've kicked Lucky Animals, no matter what type they are. You also earn an extra reward, the Wild Robe, once you complete his list of Lucky Animal types.



For more details on the different kinds of Lucky Animal and what effects they give, see the "Advanced Hacking" section.

DATA COLLECTION	
# OF TOTAL KICKS	REWARD
10	Body Scale
25	Dream Wood Leaf
35	Fire Resist Seal
50	Iron Shell

LUCKY ANIMAL LIST	
Gold Bird	Chimera
Moon Rabbit	Qi Lin
Leviathan	Tohkoh
Sleipnir	Baku
Tsutsuga	Ouryu
Ganesha	Nue
High Wolf	Two-tailed Fox
Fate Worm	Malice Cat
Totetsu	Dark Goat
Kudan	Black Sleipnir
Tengu	

RARE SPECIMENS

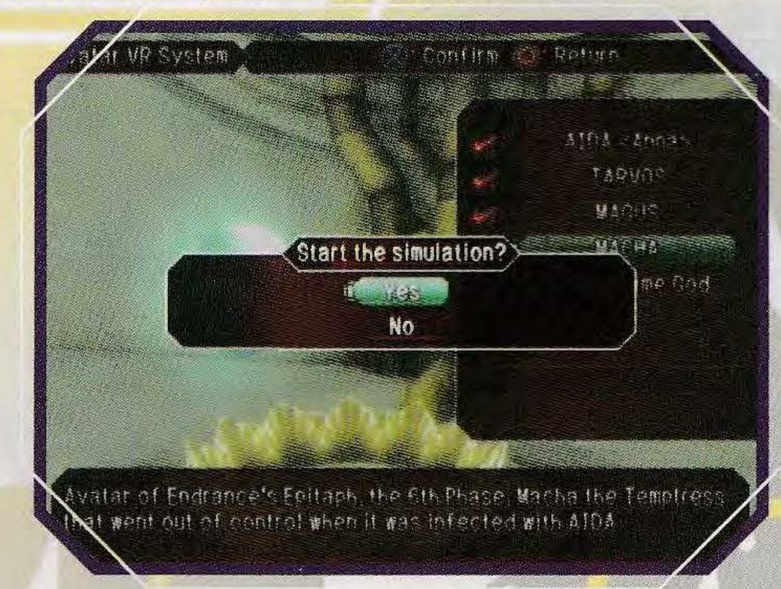
The Gold Bird and Totetsu are especially difficult to track down, as they appear only in rare areas. Try locating a Gold Bird in the area Δ: Wealthy Corpse's Ocean, while a Totetsu may be located in Δ: Hidden Corpse's Ocean.

[AVATAR REMATCH

There is one other side quest that doesn't fall under either of the above categories, which is unlocked well into the game. Here you have the opportunity to replay Avatar fights that you've already experienced once in the game, after collecting the enemy data.

To enter these rematch fights, enter the Raven guild and climb the stairs to reach the Serpent of Lore. Examine the sphere at the very end of the room to access the terminal and choose your opponent to start the fight.

For each fight that you win the second time, you unlock one background for your Desktop. After you complete all of the rematches, you unlock a separate background. For the most part, the fights are the same as they were in the original walkthrough sections, so see those for details.



The exceptions to the rule are the Magus and Macha fights. Since the Magus fight ended in a cut-scene, you haven't yet tried to Data Drain him before the rematch. Now that the Data Drain portion of the fight is added, be aware that Magus moves around very quickly, and is hard to hit. He also attacks often while you're trying to charge a drain. Use Dash while holding down the charge button to avoid his attacks, then move in slightly. When he pauses for a moment before firing again, nail him with your charged Data Drain.

In the first match with Macha, there were four cut-scenes splitting up the fight, and the Avatar only began using certain abilities after so many cut-scenes. Now in the rematch there are no cut-scenes, and Macha uses all of her abilities from the start, so be ready.

[DESKTOP COLLECTIONS

One of the most frequent sights in *.hack//GU* will be your Desktop, which serves as the "real world" portion of the game, and allows Haseo to communicate via email with his friends, send greeting cards, read forums, and more.

The Desktop is special not only because you visit it frequently, but also because you can customize it with different wallpapers and BGM (background music) selections. Here you can also review movies that you've both unlocked and already experienced in the course of the game (except for the last movie, which only needs to be unlocked). Below is a list of all of these collectable items and how you unlock them.

MOVIES (ALL RECEIVED THROUGH BOOK OF 1000)

The various movie titles are fairly descriptive of events that happen all through the game, and so might be considered as spoilers by some players. If you're especially sensitive to being spoiled by such things, you may wish to skip over reading the names.

#	MOVIE
00	OPENING
01	Start with a PK
02	Terror of Death
03	Atoli
04	Reunion
05	Tri-Edge
06	Pi
07	Avatar
08	Serpent of Lore
09	Small Customer
10	Emperor
11	Avatar Macha
12	Other Sakubo
13	Help Him
14	Second Form
15	Skeith Awakens
16	Tri-Edge's Sign
17	Pi Infected
18	End Result
19	Alkaid's Fury
20	Roar of the Beast
21	Magus' Death
22	"She" Disappears
23	Other Side
24	Old Enemy
25	Evolving Threat
26	Final Battle
27	Next Installment
28	E3 2005

BGM

TITLE	UNLOCKED
DESKTOP	FROM START OF GAME
Mac Anu	Book of 1000
Lumina Cloth	Book of 1000
Hulle Granz	Book of 1000
Indieglut Lugh	Book of 1000
Field: Sunny	Book of 1000
Shrine	Book of 1000
Cave	Book of 1000
Regular Battle	Book of 1000
Canard	Book of 1000
Are you a noob?	Book of 1000
Peril and Truth	Book of 1000
Laughing Fang	Book of 1000
May I help you?	Book of 1000
Very Important	Book of 1000
Sakaki	Book of 1000
Responsibility	Book of 1000

WALLPAPER

TITLE	UNLOCKED
DEFAULT	FROM START OF GAME
Haseo: First Form	Book of 1000
Haseo: Second Form	Book of 1000
Atoli	Book of 1000
Pi	Book of 1000
Kuhn	Book of 1000
Encounter	Avatar Rematch: Anna
Tarvos Infected	Avatar Rematch: Tarvos
Kuhn's Decision	Avatar Rematch: Magus
Graceful Emperor	Avatar Rematch: Macha
Azure Flame Kite	Avatar Rematch: Azure Flame God
Haseo and Atoli	Book of 1000
Haseo and Pi	Book of 1000
Canard's Adventure	Book of 1000
Shop Acorn	Book of 1000
Kuhn's Dream	Book of 1000
It's Pretty	Book of 1000
The Terror of Death	Avatar Rematch Completion
Twilight Brigade	Book of 1000
Animation: Haseo	Book of 1000
Animation: Shino	Book of 1000
Animation: Ovan	Book of 1000
Brigade Members	Book of 1000
Fated Four	Book of 1000
Novel: Haseo	Book of 1000
Infini	Book of 1000
PKK Haseo	Apkallu Forum
Kitty Haseo	Apkallu Forum

TITLE	UNLOCKED
Haseo 3rd	Apkallu Forum
Gabi	Apkallu Forum
Alkaid	Apkallu Forum
Master En	Apkallu Forum
Last Hope	Apkallu Forum
Colosseo Emperors	Apkallu Forum
Master En 2	Apkallu Forum
Chim Kick	Apkallu Forum
Zelkova & Kaede	Apkallu Forum
Chim Chim	Apkallu Forum
Black PKK	Apkallu Forum
Guy in Black?	Apkallu Forum
Lance	Apkallu Forum
Beast	Apkallu Forum
Trifle	Apkallu Forum
Hot Guy	Apkallu Forum
Hot Guy…Not!	Apkallu Forum
New Model?	Apkallu Forum
With Chim Chim	Apkallu Forum
Field	Apkallu Forum
Paper Balloon	Apkallu Forum
Laurel	Apkallu Forum
My Girlfriend & Me	Apkallu Forum
Indian Ocean	Apkallu Forum
First Adventure	Apkallu Forum
Passed-Out	Apkallu Forum
Chim Boss	Apkallu Forum
Mushroom Chim	Apkallu Forum
Nice Day	Apkallu Forum
Shonen Bike	Apkallu Forum
His Cat	Apkallu Forum
Endrance	Apkallu Forum
Friendly Monsters	Apkallu Forum
Chim Brother	Apkallu Forum
PK	Apkallu Forum
Tattoo	Apkallu Forum
Grunty?	Apkallu Forum
Chim Cake	Apkallu Forum
Chim Bread	Apkallu Forum
Announcer	Apkallu Forum
Bordeaux et al	Apkallu Forum
Pink Person	Apkallu Forum
Beasty	Apkallu Forum
Party	Apkallu Forum
Cutie	Apkallu Forum
Nice to Meet U	Apkallu Forum

DESKTOP

Your desktop is not just a place from which to launch the game. It is your window to the world outside "The World."

These features allow you to email friends, participate in online forums, watch the news, customize your desktop and even view movies as you progress through the game.



[MAIL STATION



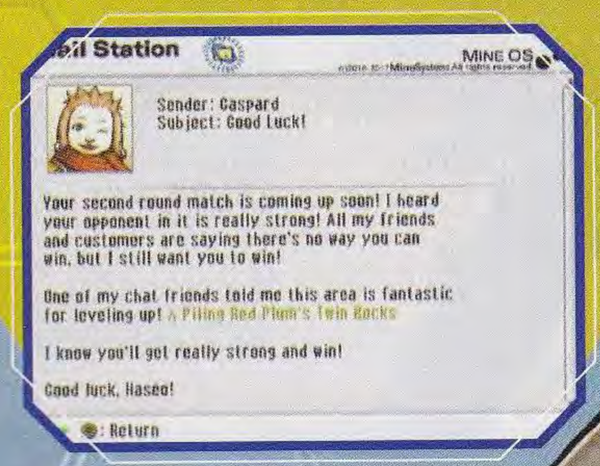
Email is an important way to communicate with other players that you meet in The World. Not only can you gain useful information from them, but you also increase their affection towards you through your email responses.

Always pay close attention to your email. Often, your actions in The World generate email to you. This can happen in the form of an official letter from CC Corporation, notifying you of available quests, like the Job Extension Quest or Chim Kickers Campaign. More often, the impressions you make among other players lead to their sending you an email.

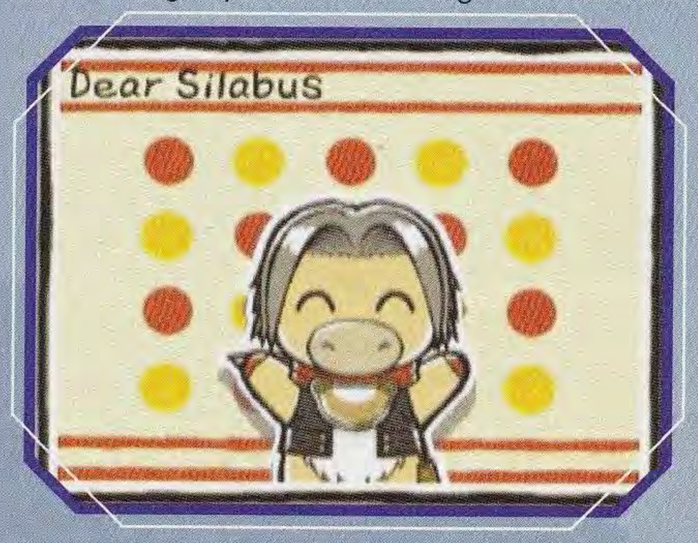
By responding to a fellow player's email, you can raise your affection with them. While any of the response choices you pick won't affect your progress through the storyline, you risk decreasing a character's affection for you if you respond rudely.

STUCK?

If at any point in the game you are stuck and unsure of where to go next, check your email and the forums for clues. Quite often you will find the information you need to move ahead sitting in your inbox!

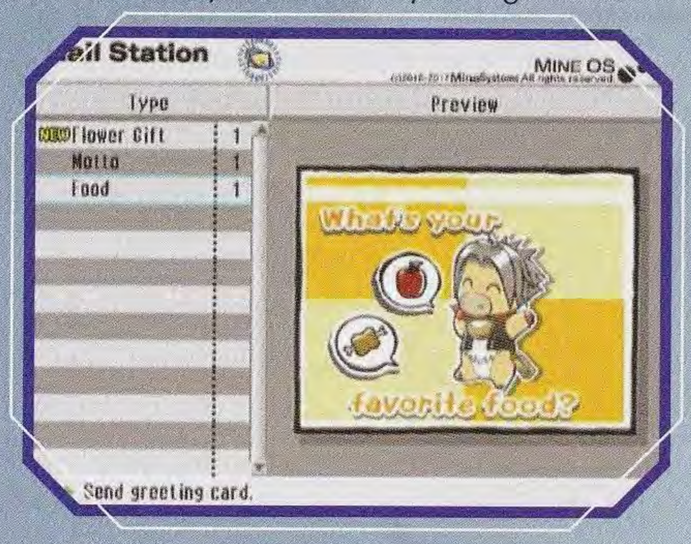


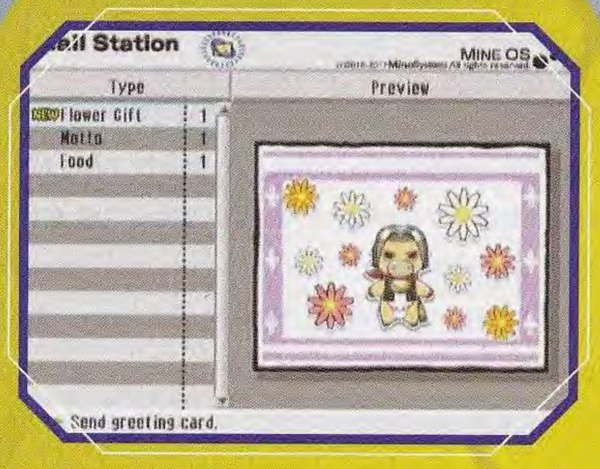
New email messages are marked as such so you can easily see where to start reading. If you ever want to go back and reread your messages, you can sort them by the sender, or by when you received them to make the search easier. Your emails stay in your inbox throughout the game, so you never need to worry about losing a piece of information.



Greeting Cards are another way you can increase your affection rating with other players. You receive different types of greeting cards as you progress through the goals in the Book of 1000 that you can view by talking to Death Grunty in the Canard @ Home. Use these to butter up other players.

Since Haseo can be a little blunt in game, these playful tokens go a long way towards keeping you on everyone's good side.





GIFT CARDS

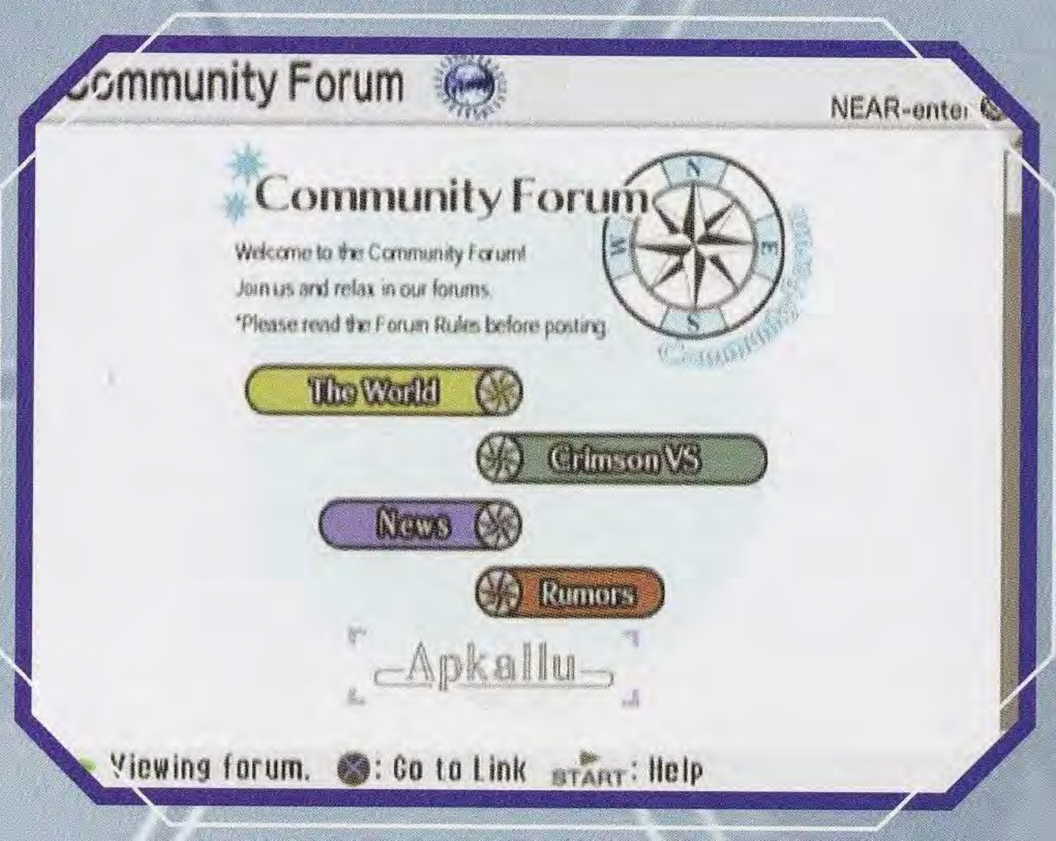
Gift cards are special greeting cards that give you a larger affection increase. Save them for a character that you especially want to impress.



ONLINE JACK

Be sure to watch all the episodes of the hit news show, Online Jack. The host may be a tad bit over zealous, but his uhh... *unique* reporting tactics uncover information that is pertinent to happenings in The World.

[COMMUNITY FORUM



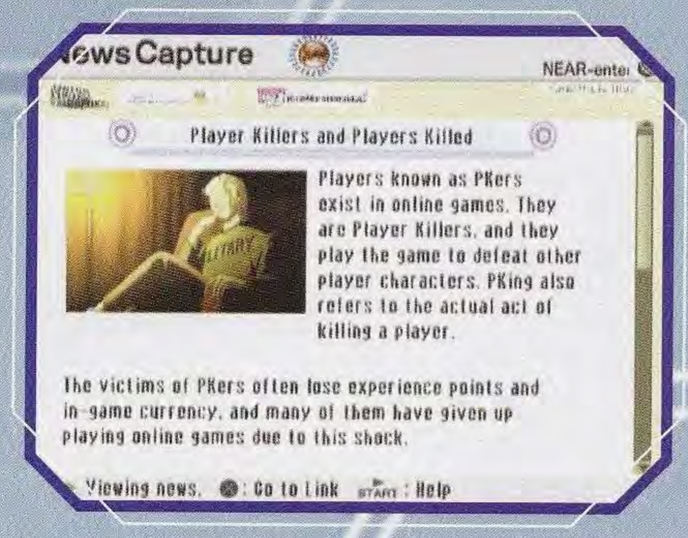
Like any popular Massive Multiplayer Online game, The World has its own very active community. By participating in this community you can strengthen friendships, gain useful information, and see how your experiences in The World tie into the real world and vice versa.

Both the official and community forums hold useful, and sometimes even entertaining, bits of information. Each of the forums listed below will be valuable to you as you travel through The World.

The World

In this forum you can find information on quests, rare items, and monsters. You can also find the common complaints about class balance and being ganked that no online game would ever be without!

[NEWS CAPTURE



The News Capture keeps you up to date on the outside world. Take the time to read the news stories and watch the clips. While it is not strictly necessary to keep up with the news to progress through the game, many of the stories pertain to The World in some way.



Apkallu

Apkallu is the graphic Forum. It is a place for players to post their own game related artwork and discuss it with others.

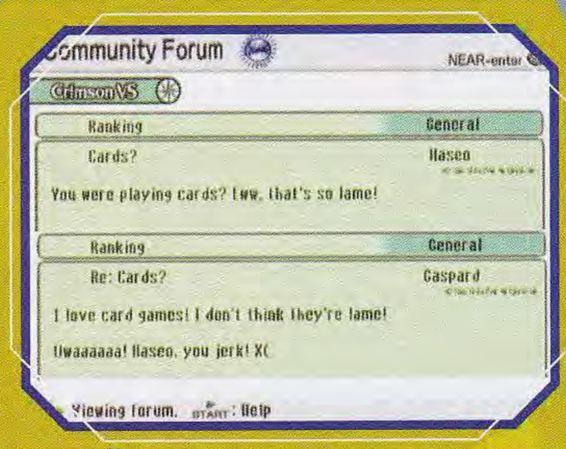
By viewing the posts you can save the artwork and use it as a wallpaper image for your desktop. The art styles and subjects vary greatly and you can view and collect more images as you progress through the game. When reading a post that has a picture, hit the ✕ to grab the art. You can now access it from the accessories menu on your desktop.



CrimsonVS

This is the place for discussion on the currently defunct, but wildly popular, card game, Crimson VS. Fans eagerly await its return while discussing their favorite cards and artists.

Gaspard is a big fan of Crimson VS. When given the chance to post in this forum, respond respectfully towards Gaspard's hobby and earn a boost in affection from him.



DON'T BE A JERK!

While in The World, you don't have the option to choose how your character interacts with the other players around him, but when posting to the forums and answering emails, you often do. While it may be tempting to respond with the most flippant of your choices, remember that one of the easiest ways to increase your affection with other players is to respond thoughtfully.

News

Players come here to discuss the stories in the News Capture. While they are interested in the social and economic issues in the news, like true gamers the discussion of The World, and new gadgets to use while playing, make up a large portion of the discussion.

Silabus is very interested in the M2D interface. You can earn an increase in affection with him by telling him that you are going to buy one too when you respond to his post here.

Rumors

As the name says, this forum plays host to all kinds of random rumors, everything from industry information, to ghost sightings, to PKK's running wild in the real world.

The Rumor Forum provides you with area information to set you on your way to finding Tri-Edge. While some of the posts may be way out there, they also show that in every rumor involving The World, there is at least a small bit of truth.

In addition to these forums, be sure to visit the Official Website for The World, as well as the Official Forum. Both of these can be reached from the Log In screen.



The Official Website offers background information on the game such as its history, races, and job types.



The Official Forum isn't as colorful as the community forums but functions in the same way. Make sure you read all of the posts to learn everything you can about The World.

ADDITIONAL DESKTOP ELEMENTS

[MOVIE PLAYER



As you progress through the game you will be able to view various cut scenes with your Movie Player.

[ACCESSORIES

This function allows you to view images you have downloaded from the Apkallu graphic bulletin board as well as special images you earn as you progress through the game. You can choose any of the images you have stored as a wallpaper for your desktop. You also earn different background music choices which you can switch to from your accessories menu.



[CRIMSON VS



Crimson VS is a popular online collectible card game. Players build their virtual deck and wage battle against other player's decks. By winning matches your deck earns battle points that you can use to buy more cards and strengthen your deck.

Currently the Crimson VS system is out of service and players are waiting to hear when it will become available again.

[DATA MANAGER

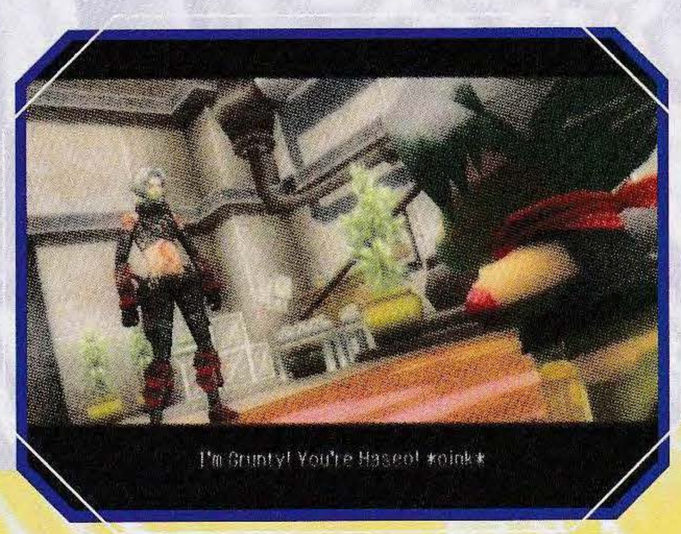
The Data Manager allows you to save and load your game from the Desktop. It accesses the same files that you do when you save or load from a Save Shop in The World.

While there aren't any dungeons to explore or monsters to vanquish here, your Desktop is an integral part of the game and adds to your overall experience in The World.

GUILD ACTIVITIES

Guilds are a large part of many characters' lives in The World, from small exclusive (or unpopular) guilds consisting of two or three members, to sprawling guilds that are so large that they have their own special area in The World to call home. Although Haseo's been a loner for some time, even he has come into some contact with guilds, and will soon do so even more as his adventure truly begins to take shape.

Partway through the game Haseo joins a guild, which adds a lot of functions that you can enjoy while playing. There are also other guilds that you should know about because their paths will intersect with Haseo's more than once in his travels.



NOTABLE GUILDS

While there are more guilds than you can shake a stick at in The World, some of them are more well-known than others. Following are some of the more important or famous guilds in the game, along with some details about them. Haseo gains access to some guild headquarters as the story progresses and others will remain off-limits.

CANARD

***Guild Master:* Silabus/Haseo**
***Guild NPC:* Death Grunty**

This little-known guild was originally created to help out new players to the game. Its guild master is Silabus when you first meet him and the other member, Gaspard, but soon enough they push Haseo into the role of leader. This guild is so small that it can barely be considered a guild at all, but it plays an important role throughout the story.

MOON TREE

***Guild Master:* Zelkova**
***Guild NPC:* Mellow Grunty**

One of the largest guilds in the game, Moon Tree is peaceful on the outside, speaking out against player killing and attempting to aid all players. They push for harmony in The World. Some of the more aggressive players like Haseo may find their "lectures" tiring, while others like Atoli enjoy the serenity that the guild strives for.

Moon Tree has a distinctive leadership system, with a Counsel of seven members, each the leader of their own "unit" of the guild. Sakaki and Matsu are two of the most visible of these leaders, with others remaining more in the background.

KESTREL

***Guild Master:* Gabi**
***Guild NPC:* Gao Grunty**

Kestrel is even larger than Moon Tree, but with a worse reputation. Their guild master Gabi is notorious for being lax with his subordinates–he expects them to keep their promises to him, but little else, not worrying himself with matters like PKing or his guild's general reputation. His personality is...interesting, to say the least, and as a reflection of this his guild members are unpredictable. Many of the more notorious player-killers of the game call Kestrel their home.

RAVEN

Guild Master: Yata

Guild NPC: Wise Grunty

A small and select guild, Raven is actually the front for a more elaborate and important organization that Haseo stumbles into along his overall quest. While some of its members become Haseo's comrades, perhaps even friends, the guild master Yata remains ever mysterious and aloof. He seems to prefer manipulating people into doing his bidding, rather than taking a more active hand himself. He may be the key to what Haseo seeks—or may be ready to dispose of Haseo as soon as he stops being useful.

Raven also eventually becomes home to one of the extra side elements to the story. After a certain point in the game you can use the terminal in the Serpent of Lore area of the guild to access special fights, which in turn unlock more extras for your Desktop. See the "Side Quests" chapter for more details.

ICOLO

Guild Master: Taihaku

Guild NPC: King Grunty

This guild is one of the smaller in The World, but more due to its harsh requirements to join rather than any unpopularity. To become a member of this exclusive guild you must become one of the Emperors of the Arena, characters who have taken the highest title in one of the three classes of the fights between Arena teams. Haseo runs across this guild in his quest to become Emperor of the Demon Palace, but the guild itself doesn't play as large a role in his fate as some of its individual members.

MEDIC UNION

Guild Master: "Governor Tadashi"

Guild NPC: –

Although this guild doesn't play a large role in Haseo's story (and its master is known only from his forum posts), the members are often found out in the wings, ready to play a supporting role. Healers of the Medic Union are often found stationed in fields or dungeons near one of the Platforms, ready to give a helping hand with healing or support spells to the lucky parties that stumble across them. Their shop in the central marketplace of Mac Anu is also very helpful, selling a number of healing or support items at good prices.

THE TWILIGHT BRIGADE

Guild Master: Ovan

Guild NPC: –

Although it no longer exists, this guild played a large role in Haseo's online life in the period between the very start of the game and the time you rejoin his gaming career. Its goal was to search for the Key of the Twilight, a rare and possibly even fictitious item said to grant any wish by those who find it. Some pieces of information are learned about the guild and its past as you progress in the game, although much of its activities remain shrouded in the past.

GUILD FUNCTIONS

Not far into the game you become a guild master yourself, as you are pressed into the leadership role of the guild Canard. This adds various functions that Haseo can use over the course of his adventure, some of them useful in his adventuring life, others adding extra flavor for you to enjoy.

Once you are leader of the guild, go to the @Home in the Mercenary district of Mac Anu and press ⊗ in front of the door, then select "Canard" from the list of options to enter. Speak to the Death Grunty in the lower section of the guild to access most functions, while Alchemy takes place in the upper level of the guild hall.

STORAGE



When you first gain access to your guild at rank 1, you have 50 storage spaces each for items and equipment to play with. As your personal inventory is limited to 30 in both categories, this serves as an important place to keep higher-level weapons you've won or traded for before you use them, items that have limited use and that you don't always need to have handy, or just things that you don't really use but aren't sure you want to get rid of.

To use your storage choose "View Storage" from Death Grunty's options. The first screen shown is Haseo's items page. Highlight an item and press ⊗ to select it, selecting an amount to store if there are more than one in a stack. This moves the item into storage, freeing up your inventory. Press left or right on your left analog stick or control pad to move between the two columns, or to "flip" between the items and equipment pages if you're already in that column. Use R1 and L1 to switch between the inventory and storage screens, moving items back out of storage in the same fashion.

GUILD SHOP



Along with space for storage, you also have a limited space for items that you can mark to be sold in the guild's shop in the Central district of the main root town. Items can sell for a random amount, although generally higher than you'd get selling them at a regular shop in town. When your guild is rank 1 you have 5 spaces to fill at once, which empty over time as items sell while you're out adventuring.

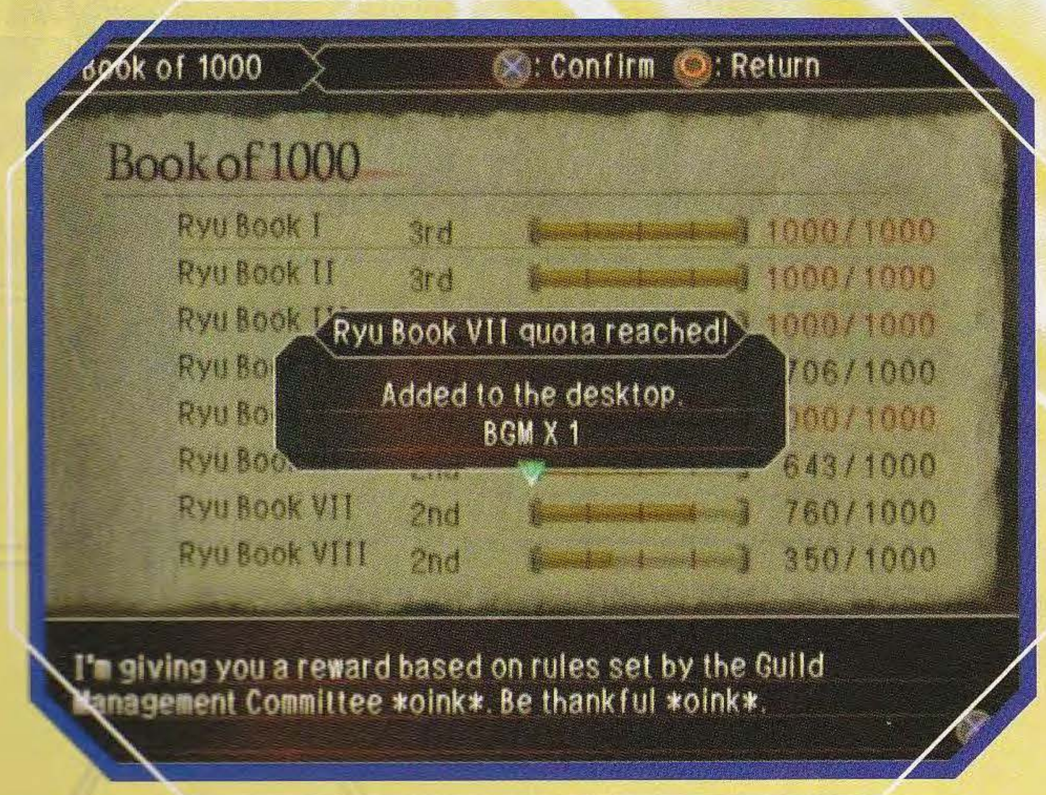
To stock the guild shop choose "Guild Shop" from the Death Grunty menu, and move things back and forth between the screens in the same way as you use storage. In this case, while Haseo's inventory is still split between items and equipment, the shop only holds 5 items total, not 5 of each type.

You can check to see if items have sold just by selecting the "Guild Shop" option later from Death Grunty. To collect the gold from any sales, and see the sales records you must speak with Gaspard in the Central district of Mac Anu, north of the fountain. The shop is a very handy way to turn spare items that you don't want into useful gold, so use it as often as possible.

BOOK OF 1000

This serves as a record of sorts of your adventures in The World. It tracks a number of statistics throughout the game, giving you rewards in the form of extras for your Desktop as you reach certain benchmarks. It's not all just flashy extras however—you can also gain cards to help raise your friends' affection levels here, and when the rank of each category of the Book of 1000 reaches a new level, you raise one rank in the guild.

There are eight separate Books of 1000, with each tracking a certain overall category, broken into specific items. Each book consists of a meter tracking 1000 points for its categories overall, and you gain a reward for every 250 points that you reach. Once you reach 1000 points you go to the next rank and the meter starts over, although in this volume you cannot raise your rank above three (a full second meter). For the full Rank 3 in categories such as item tracking and monsters, you do not need to find every single item and monster in the game, but you need to come very close, which requires a bit of extra exploration in your own keyword segment-generated Areas.



Following is a list of the different books, what they track, and the type of reward you gain for every 250 points:

RYU BOOK I
REWARD TYPE: Greeting Card
TRACKS: Battle Records
Battles Won
Surprise Attacks
Rengeki Attacks

RYU BOOK II
REWARD TYPE: Movie
TRACKS: Party Interaction
Trades
Party Members
Gifts
Overall Gift GP Amount

RYU BOOK III
REWARD TYPE: Wallpaper
TRACKS: Treasures
Beast Temple Treasures Opened
Treasure Boxes Opened
Trap Boxes Opened
Objects Destroyed

RYU BOOK IV
REWARD TYPE: Wallpaper
TRACKS: Item collection
Weapons (43 maximum)
Armors (24 maximum)
Accessories (23 maximum)
Items in Storage (84 maximum)

RYU BOOK V
REWARD TYPE: BGM
TRACKS: Chaos Gate Warps
Play Time
Grass Field
Temple Dungeon
Cave Dungeon

RYU BOOK VI
REWARD TYPE: Movie
TRACKS: Arena Battles
Arena Matches
Counterattacks
Winner Points Acquired

RYU BOOK VII
REWARD TYPE: BGM
TRACKS: Monsters Defeated
Ogre (14 types)
Demon (7 types)
Sea Monster (2 types)
Supernatural (7 types)
Avian (7 types)
Plant (4 types)
Demon Beast (10 types)
Mecha Beast (5 types)
Dragon (6 types)
Crustacean (6 types)
??? (1 type)

RYU BOOK VIII
REWARD TYPE: Movie
TRACKS: Steam Bike Use
Drive Time
Crashes

EXPAND FACILITY

This option appears when you've increased your guild rank to at least rank 2. It allows you to increase your storage by paying a certain amount of gold. The Bronze Expansion is available at the second rank and costs 10,000GP, expanding your storage to 60 of each item. Platform Storage, available at rank 3, costs 30,000 GP and allows you to access item storage from the Platforms inside Areas.

ALCHEMY

Once you finish all of the tasks set for you as a new guild leader you can also access the Alchemy Factory, located at the top of your guild hall. Speak to Death Grunty in this small room to access the Alchemy menu. Here you can Alchemize, get help on the process, or just talk to the NPC.

When you Alchemize, you combine two weapons into one, to increase the overall parameters. In general you must alchemize two weapons of the same type and level, such as a Curse Maiden (a type of broadsword) with a Broad Maiden. You cannot combine a Broad Maiden with an Earth Wheel, a lower level type of broadsword. This costs a small amount of gold which varies with the weapon's level, but not nearly as much as you'd spend to buy a quality weapon outright.



The first weapon you select acts as the base. When selecting the base, use R1 and L1 to switch between the members of your party as well as the weapons in storage. Once you've selected the base weapon you must choose the weapon to combine with it from either the same character or from storage. You can combine a weapon that Kuhn is carrying with a weapon from storage, for example, but not a weapon that Haseo carries with one carried by Atoli.

You can use an equipped weapon as a base weapon, but not as the secondary weapon to combine with it. So, if you want to improve a weapon that someone's actively using select it first. In addition any Customization items equipped on the base remain in place, but any equipped on the additional weapon are removed and added to your inventory.

When you combine two weapons the result is that weapon, with a "+" after its name. For example combining two normal Kouga weapons results in a Kouga +1. Each + at the end of the weapon multiplies the damage of the weapon by an additional .05, which means that a +3 weapon would have an overall damage multiplier of 1.15. When Alchemizing, add the two + numbers together and add 1 to get the result. Two normal (+0) weapons create a +1 weapon, while a +2 and +1 weapon combine to create a +4 weapon. You can Alchemize a weapon up to a maximum of +5.

The only exception to the rule of being unable to combine different level weapons is when you Alchemize a weapon all the way up to +5. You can then use this to Alchemize a higher-level weapon of the same general category (ie twin swords, broadswords, lances) as long as the two are within 10 levels. This way, not all of your hard work is lost when you switch to a higher-level weapon.

Armor and accessories cannot be Alchemized, only weapons. The rarest of weapons, those with a rarity of 5, also cannot be Alchemized.

STEAM BIKE

Along with the services inside your guild @Home, being guild master also gives you the privilege of riding your own grunty-styled motorcycle. This steam-powered bike allows you to move around a town or field at very fast speeds, although it cannot be ridden in the Dome of Mac Anu or inside dungeons.



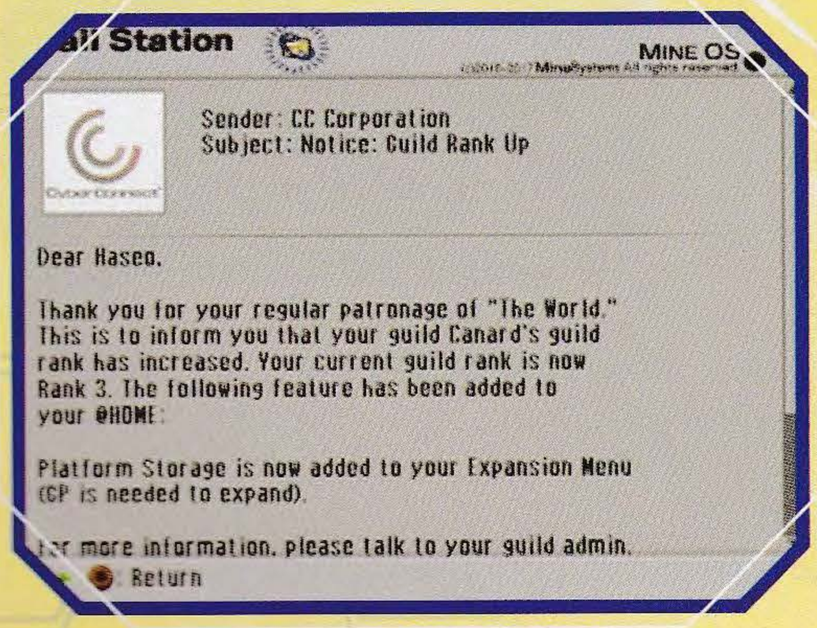
To summon and mount your bike, press ●. Once you're riding, press ✕ to accelerate and ● to brake, steering with the usual left analog stick. Press ● again when you're at a complete stop to dismount.

Along with moving quickly, the bike allows you to crash into unsuspecting monsters to start combat. If you ride into a group of monsters when none of them can see you, you crash into them for damage and it acts as a surprise attack. If the monster is large however, the crash damages Haseo as well. You can also break open barrels and knock Chim Chims down from trees with the bike, and even chase down Chim Chims and Lucky Animals–but the maneuverability of the cycle makes this difficult.

Aside from the usefulness of riding around, the time spent on the bike and the number of crashes are tracked in Ryu Book VIII, of the Book of 1000. So if you want to earn the movies from that book and eventually increase your guild rank, don't neglect your cycle!

GUILD RANK

Your guild starts out at rank 1, but you can increase this up to a maximum of rank 3 by increasing your score in each of the Books of 1000. Once you get every Ryu Book up to at least rank 2 your guild rank increases to 2 as well, and if you maximize all of the books to the rank of 3 your guild rank matches as well. Once the books all reach the same rank you receive an email. Check it to be notified of your guild rank, then the next time you enter the game the benefits are available to be used.



Guild rank 2 gives you the ability to stock 7 items in your guild store, as well as opening the option to extend your storage to 60 of each item, buy purchasing the Bronze Storage Extension for 10,000 GP.

Guild rank 3 gives you the ability to purchase Platform Storage for 30,000 GP. This lets you access your item storage by using the Platform menu inside Areas.

EQUIPMENT

Half the fun of any game is collecting new, and sometimes even rare, equipment and The World is no exception. The tables below list only the base types of equipment and ultra rare equipment. By using items, you can customize all of the base equipment to suit your needs. See the Item Section for details on how to do this.

ACCESSORIES

NAME	PURCHASE	SELL	LEVEL	RARITY	SLOTS	FIRE	WIND	LIGHT	WATER	EARTH	DARK
SIMPLE BRACELET	200	20	1	1	1	1	1	–	–	–	–
SIMPLE NECKLACE	200	20	1	1	1	–	–	–	1	1	–
SIMPLE EARTH IDOL	2000	200	15	2	1	–	-3	–	–	5	–
SIMPLE FIRE IDOL	2000	200	15	2	1	5	–	–	-3	–	–
SIMPLE STEAM RING	–	200	15	4	1	3	–	–	3	–	–
SIMPLE WATER IDOL	2000	200	15	2	1	-3	–	–	5	–	–
SIMPLE WIND IDOL	2000	200	15	2	1	–	5	–	–	-3	–
SIMPLE EARRINGS	3200	320	20	2	1	–	–	–	3	3	–
SIMPLE GLOVES	3200	320	20	2	1	3	3	–	–	–	–
SIMPLE PENDANT	–	360	24	3	1	3	3	3	3	3	3
SIMPLE EARTH BELL	4500	450	30	3	1	–	-7	–	–	15	–
SIMPLE FIRE BELL	4500	450	30	3	1	15	–	–	-7	–	–
SIMPLE WATER BELL	4500	450	30	3	1	-7	–	–	15	–	–
SIMPLE WIND BELL	4500	450	30	3	1	–	15	–	–	-7	–
SIMPLE HEAD BAND	–	500	35	4	2	–	–	–	10	10	–
SIMPLE POUCH	–		35	4	2	10	10	–	–	–	–
SIMPLE WATCH	–	560	40	4	2	10	10	10	10	10	10

ARMOR

These tables are divided into the different types of armor. The type of armor that each character can wear is defined by their job type:

ADEPT ROGUE	HEAVY ARMOR
BLADE BRANDIER	LIGHT ARMOR
HARVEST CLERIC	ROBES
LORD PARTIZAN	HEAVY ARMOR
SHADOW WARLOCK	ROBES
STEAM GUNNER	LIGHT ARMOR
TRIBAL GRAPPLER	LIGHT ARMOR



HEAVY ARMOR

NAME	PURCHASE	SELL	LEVEL	RARITY	SLOTS	PHYSICAL DEFENSE	MAGIC DEFENSE
ROUGH ARMOR	200	20	1	1	1	2	–
ROUGH SHELL	1200	120	10	1	1	4	1
ROUGH MAIL	3000	300	20	2	1	8	2
ROUGH DEFENSE	–	400	27	2	1	10	3
ROUGH JIONGJIA	5400	540	35	2	2	12	4
ROUGH METAL	6300	630	42	3	2	14	5
ROUGH ALLOY	–	700	47	4	2	16	6

LIGHT ARMOR

NAME	PURCHASE	SELL	LEVEL	RARITY	SLOTS	PHYSICAL DEFENSE	MAGIC DEFENSE
LOOSE SASH	200	20	1	1	1	1	1
LOOSE GUARD	1200	120	10	1	1	3	3
LOOSE KIMONO	–	300	20	2	1	5	4
LOOSE VEST	4000	400	28	2	1	7	6
LOOSE PLATE	5400	540	36	3	2	9	8
LOOSE SHEATH	–	630	42	4	2	10	9

ROBES

NAME	PURCHASE	SELL	LEVEL	RARITY	SLOTS	PHYSICAL DEFENSE	MAGIC DEFENSE
SUB GEAR	200	20	1	1	1	1	1
SUB ROBE	1200	120	10	1	1	2	4
SUB GOWN	–	300	20	2	1	3	7
SUB ATTIRE	4200	420	28	2	1	4	10
SUB YIN YANG	5400	540	36	3	2	5	12
SUB GARMENT	–	640	42	4	2	6	14



WEAPONS

These tables are divided into the different types of weapons. The types of weapons a character can use are determined by their job type:

ADEPT ROGUE	DUAL SWORDS, BROADSWORDS
BLADE BRANDIER	BLADES
HARVEST CLERIC	STAVES
LORD PARTIZAN	LANCES
SHADOW WARLOCK	GRIMOIRES
STEAM GUNNER	BAYONETS
TRIBAL GRAPPLER	GAUNTLETS

BAYONETS

NAME	PURCHASE	SELL	LEVEL	RARITY	SLOTS	PHYSICAL ATTACK	MAGIC ATTACK	FIRE	WIND	LIGHT	WATER	EARTH	DARK
GUN STEEL	250	25	1	1	1	1	–	–	–	–	–	–	–
GUN FU YUE	850	85	8	1	1	5	–	–	–	–	–	–	–
GUN WAVES	3600	360	24	2	1	11	–	–	–	–	–	–	–
GUN OCHER	4800	480	31	3	1	13	–	–	–	–	–	–	–
GUN HONG	–	600	41	4	2	16	–	–	–	–	–	–	–

BLADES

NAME	PURCHASE	SELL	LEVEL	RARITY	SLOTS	PHYSICAL ATTACK	MAGIC ATTACK	FIRE	WIND	LIGHT	WATER	EARTH	DARK
BLADE GUIFEI	250	25	1	1	1	1	–	–	2	–	–	-2	–
BLADE FERN	600	60	4	2	1	2	–	–	-2	–	–	2	–
BLADE THORNS	1400	140	10	2	1	4	–	–	–	2	–	–	-1
BLADE THREAD	2600	260	17	3	1	6	–	–	–	–	–	–	–
BLADE SUN	5600	560	35	4	2	10	–	–	–	–	–	–	–

BROADSWORDS

NAME	PURCHASE	SELL	LEVEL	RARITY	SLOTS	PHYSICAL ATTACK	MAGIC ATTACK	FIRE	WIND	LIGHT	WATER	EARTH	DARK
BROAD DEMON	250	25	1	1	1	2	–	–	–	–	–	–	–
BROAD WHEEL	1100	110	10	2	1	6	–	–	–	–	–	–	–
BROAD MAIDEN	1650	165	15	3	1	8	–	–	–	–	–	–	–
BROAD LEGGED	–	250	20	2	1	13	–	1	–	–	-1	–	–
BROAD ZHEN	3200	640	25	2	1	20	–	–	-3	–	–	3	–
BROAD TU WAN	4800	480	30	3	1	26	–	1	1	–	–	-2	–
BROAD WINGS	–	650	43	4	2	38	–	–	–	–	–	–	–

DUAL SWORDS

NAME	PURCHASE	SELL	LEVEL	RARITY	SLOTS	PHYSICAL ATTACK	MAGIC ATTACK	FIRE	WIND	LIGHT	WATER	EARTH	DARK
SPIN GAI GU	–	25	1	1	1	1	–	–	–	–	–	–	–
SPIN KOUGA	450	45	4	1	1	2	–	–	–	–	–	–	–
SPIN MAN QUE	950	95	8	1	1	3	–	–	–	–	–	–	–
SPIN RASETU	1450	145	14	1	1	4	–	–	–	–	–	–	–
SPIN CORPSE	–	220	18	2	1	5	–	–	–	–	–	–	–
SPIN LOCUST	–	275	23	2	1	6	–	–	–	–	–	–	–
SPIN BAN MU	–	300	26	2	1	8	–	–	–	–	–	–	–
SPIN PINEY	3500	350	30	3	2	11	–	–	–	–	-1	1	–
SPIN AXE	4000	400	35	3	1	13	–	–	–	–	–	–	–
SPIN NEEDLE	–	600	35	3	1	13	–	–	–	–	–	–	–

GRIMOIRES

NAME	PURCHASE	SELL	LEVEL	RARITY	SLOTS	PHYSICAL ATTACK	MAGIC ATTACK	FIRE	WIND	LIGHT	WATER	EARTH	DARK
MAGIC AMBER	250	25	1	1	1	1	2	1	1	1	1	1	1
MAGIC HOSEI	2350	235	15	2	1	2	4	1	1	1	1	1	1
MAGIC NYMPH	4000	400	28	3	1	3	6	2	2	2	2	2	2
MAGIC CREST	–	680	37	4	2	4	9	3	3	3	3	3	3

GUANTLETS

NAME	PURCHASE	SELL	LEVEL	RARITY	SLOTS	PHYSICAL ATTACK	MAGIC ATTACK	FIRE	WIND	LIGHT	WATER	EARTH	DARK
FIST ALTAIR	–	600	32	4	2	9	–	–	–	–	–	–	–

LANCES

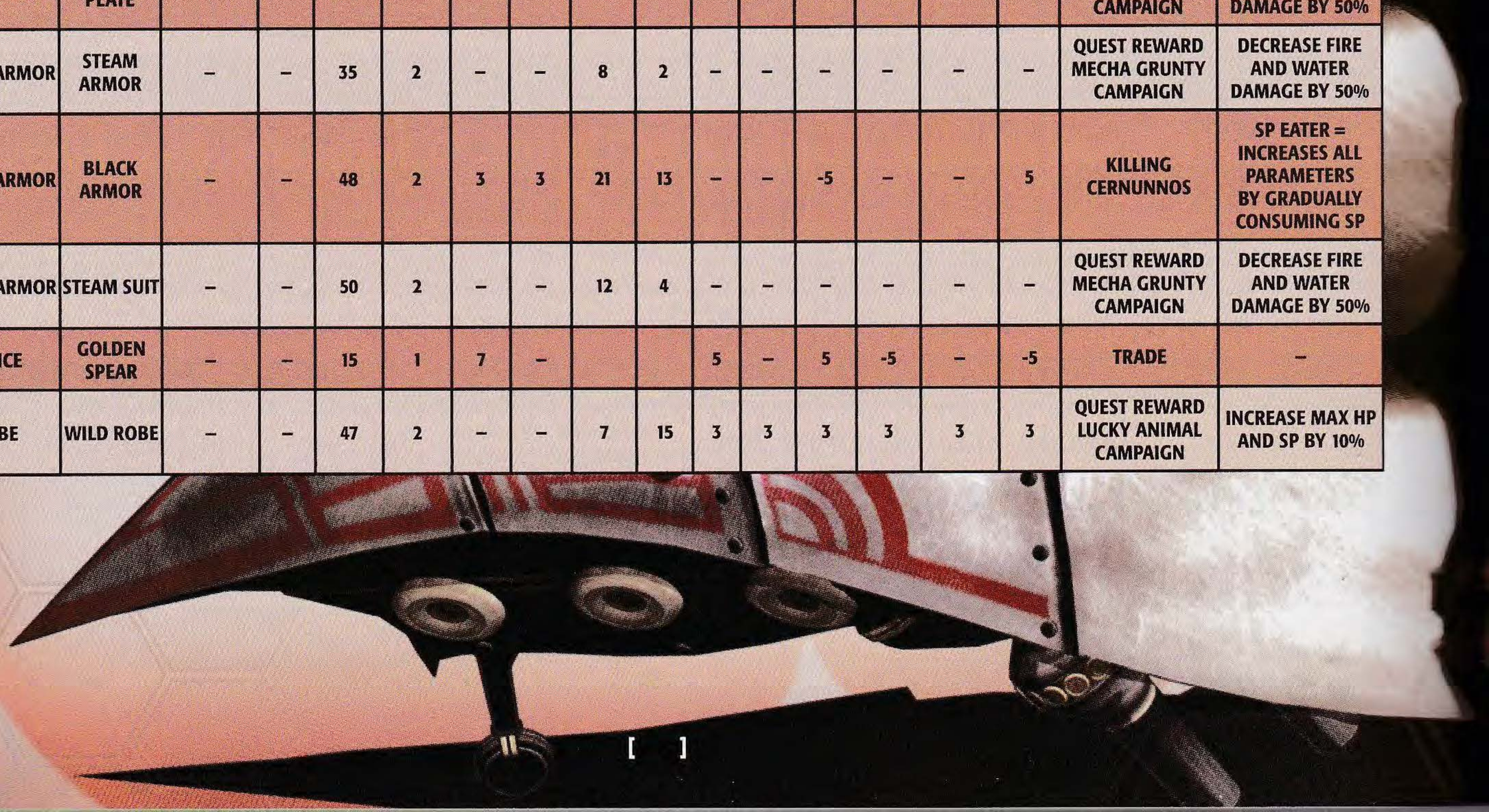
NAME	PURCHASE	SELL	LEVEL	RARITY	SLOTS	PHYSICAL ATTACK	MAGIC ATTACK	FIRE	WIND	LIGHT	WATER	EARTH	DARK
LANCE YANTIE	5000	500	24	2	1	9	–	–	–	–	–	–	–
LANCE LAW	–	720	42	4	2	12	–	–	–	–	–	–	–

STAVES

NAME	PURCHASE	SELL	LEVEL	RARITY	SLOTS	PHYSICAL ATTACK	MAGIC ATTACK	FIRE	WIND	LIGHT	WATER	EARTH	DARK
SPELL XIALIN	250	25	1	1	1	1	1	1	1	1	1	1	1
SPELL XINZHU	2000	200	15	2	1	3	1	1	1	1	1	1	1
SPELL BAIYAN	4200	420	32	3	1	5	2	2	2	2	2	2	2
SPELL OMEN	–	680	38	4	1	3	3	3	3	3	3	3	3

ULTRA RARE ITEMS

TYPE	WEAPON NAME	PURCHASE	SELL	LEVEL	SLOTS	P ATK	M ATK	P DEF	M DEF	FIRE	WIND	LIGHT	WATER	EARTH	DARK	LOCATION TO OBTAIN	ABILITIES
ACCESSORY	1-LINE REFERENCE	3500	–	1	1	–	–	–	–	–	-1	–	–	2	–	TRIFLE GUILD SHOP	DECREASE STATUS EFFECT SP CONSUMPTION BY 10%. INCREASE ALL OTHERS BY 5
ACCESSORY	CROWN OF LU MING	3500	–	1	1	–	–	–	–	-1	–	–	2	–	–	MOON TREE SHOP	DECREASE ATTACK SP CONSUMPTION BY 10%. INCREASE ALL OTHERS BY 5
ACCESSORY	MEDIC BADGE	3500	–	1	1	–	–	–	–	–	2	–	–	-1	–	MEDIC GUILD SHOP	DECREASE RECOVERY SPELL CONSUMPTION SP BY 10%. INCREASE ALL OTHER SKILL SP CONSUMPTION BY 5
ACCESSORY	SEAL OF YA WANG	3500	–	1	1	–	–	–	–	2	–	–	-1	–	–	KESTREL GUILD SHOP	DECREASE ARTS SP CONSUMPTION BY 10%. INCREASE ALL OTHERS BY 5
ACCESSORY	SECRET NEWS BOOK	4770	–	1	1	–	–	–	–	1	1	1	1	1	1	EMPIREO GUILD SHOP	DROP RATIO +10%
ACCESSORY	STEAM BRACELET	–	–	20	1	–	–	–	–	5	–	–	5	–	–	QUEST REWARD MECHA GRUNTY CAMPAIGN	–
BAYONET	WATER BAYONET	–	–	13	1	7	–	–	–	-1	–	–	5	–	–	TRADE	ADD WATER DAMAGE TO REGULAR ATTACK
BROADSWORD	FLAME SWORD	–	–	32	2	31	5	–	–	13	–	–	-5	–	–	AREA AWARD	ADD FIRE DAMAGE TO REGULAR ATTACK, INCREASE CRITICAL HIT RATE BY 10%
DUAL SWORDS	RIPPERS BLADE	–	–	45	2	15	–	–	–	–	–	–	–	–	–	QUEST REWARD BLACK LISTED PK'S	BACK ATTACKS ALWAYS CRITICAL, ADD SLEEP TO REGULAR ATTACK
GUANTLETS	TIGER FIST	–	–	14	1	4	6	–	–	6	–	–	-1	–	–	TRADE	ADD FIRE DAMAGE TO REGULAR ATTACK
HEAVY ARMOR	STEAM PLATE	–	–	15	2	–	–	3	–	–	–	–	–	–	–	QUEST REWARD MECHA GRUNTY CAMPAIGN	DECREASE FIRE AND WATER DAMAGE BY 50%
HEAVY ARMOR	STEAM ARMOR	–	–	35	2	–	–	8	2	–	–	–	–	–	–	QUEST REWARD MECHA GRUNTY CAMPAIGN	DECREASE FIRE AND WATER DAMAGE BY 50%
HEAVY ARMOR	BLACK ARMOR	–	–	48	2	3	3	21	13	–	–	-5	–	–	5	KILLING CERNUNNOS	SP EATER = INCREASES ALL PARAMETERS BY GRADUALLY CONSUMING SP
HEAVY ARMOR	STEAM SUIT	–	–	50	2	–	–	12	4	–	–	–	–	–	–	QUEST REWARD MECHA GRUNTY CAMPAIGN	DECREASE FIRE AND WATER DAMAGE BY 50%
LANCE	GOLDEN SPEAR	–	–	15	1	7	–			5	–	5	-5	–	-5	TRADE	–
ROBE	WILD ROBE	–	–	47	2	–	–	7	15	3	3	3	3	3	3	QUEST REWARD LUCKY ANIMAL CAMPAIGN	INCREASE MAX HP AND SP BY 10%







ITEMS

Items in The World are used to attack enemies, heal and support allies, learn new skills, and are even used to customize your equipment. The tables below list what items are available and where you can find them. For easy reference the tables are divided by item use.

Each item has a Rarity value:

1	COMMON
2	UNCOMMON
3	RARE
4	SUPER RARE
5	ULTRA RARE

Please note that items or equipment with a Rarity of 5 can't be sold or customized.

HEALING ITEMS

ITEM NAME	PURCHASE	SELL	RARITY	EFFECTS	TREASURE	SHOP	GUILD	TRADE	MONSTER	EVENT/QUEST
ASIAN MANGO	80	8	1	RECOVER AN ALLY'S HP BY 60	–	X	–	–	–	–
HEALTH DRINK	100	10	1	RECOVER AN ALLY'S HP BY 100	X	X	X	X	X	–
HEALING SERUM	350	35	2	RECOVER AN ALLY'S HP BY 200	X	X	X	X	X	–
CARAMEL SAUCE	250	25	1	RECOVER AN ALLY'S SP BY 30	–	X	–	–	–	–
SPRITE DROP	350	35	2	RECOVER AN ALLY'S SP BY 50	X	X	X	X	X	–
WEIRD BLACK TEA	–	80	4	RECOVER AN ALLY'S HP AND SP BY 50	–	–	X	X	–	–
ANTIDOTE SODA	250	25	1	CURE AN ALLY'S POISON	–	X	X	–	X	X
BLESSING SODA	250	25	1	CURE AN ALLY'S CURSE	X	X	X	–	–	–
STIMULANT SODA	250	25	1	CURE AN ALLY'S SLEEP	X	X	–	–	–	–
HEALING RAIN	–	60	3	RECOVER ALL ALLIES' HP BY 100	X	–	X	X	–	X
REVIVE RAIN	–	210	4	RECOVER ALL ALLIES' HP BY 200	–	–	X	–	–	–
SPRITE RAIN	–	210	3	RECOVER ALL ALLIES' SP BY 50	X	–	X	–	–	X
HOLY POTION	–	480	4	RECOVER ALL ALLIES' HP AND SP BY 50	–	–	–	X	–	–
REVIVAL MEDICINE	1000	100	3	REVIVE AN ALLY WITH 25% HP	–	X	X	X	–	–

SKILL ITEMS

ITEM NAME	PURCHASE	SELL	RARITY	EFFECTS	TREASURE	SHOP	GUILD	TRADE	MONSTER	EVENT/QUEST
ANTIDOTE SCROLL	3000	300	2	LEARN RIP DUK	–	X	–	X	–	–
AVALANCHE SCROLL	3000	300	3	LEARN GAN BOLG	–	X	X	X	–	–
DAWN BIRD SCROLL	3000	300	2	LEARN RIP MUMYN	–	X	X	–	–	X
HELLFIRE SCROLL	3000	300	2	LEARN VAK DON	–	X	–	–	–	–
LIFE SCROLL	3000	300	3	LEARN REPTH	X	X	X	–	–	–
PRIEST SCROLL	3000	300	2	LEARN RIP MAJ	–	X	X	–	–	X
TIDAL SCROLL	3000	300	3	LEARN RUE KRUZ	–	X	–	X	–	–
TORNADO SCROLL	3000	300	3	LEARN ZAN ROM	–	X	–	–	–	–

MISCELLANEOUS ITEMS

ITEM NAME	PURCHASE	SELL	RARITY	EFFECTS	TREASURE	SHOP	GUILD	TRADE	MONSTER	EVENT/QUEST
COUPON	–	10	4	A DISCOUNT COUPON FOR GUILD SHOPS	–	–	–	–	–	X
FAIRY'S ORB	–	15	1	LOCATION OF OBJECTS IN AREA APPEAR ON MAP	X	–	X	X	–	–
RETURN FEATHER	–	25	1	WARP TO THE LAST PLATFORM OF AN AREA	X	–	X	–	–	X
SMOKE SCREEN	–	10	1	ESCAPE BATTLE	X	–	–	X	X	–

ATTACK ITEMS

ITEM NAME	PURCHASE	SELL	RARITY	EFFECTS	TREASURE	SHOP	GUILD	TRADE	MONSTER	EVENT/QUEST
EARTH SPIKE	700	70	2	SMALL BOULDERS FALL FROM THE SKY	X	X	–	–	X	X
FIRE STORM	800	80	2	FIREBALLS FALL FROM THE SKY	X	X	–	X	X	–
TIDAL WAVE	500	50	2	TOSS AN ENEMY UP WITH WATER	X	X	–	–	X	–
TORNADO	600	60	2	CREATE A SMALL TORNADO	X	X	–	–	X	–
THE DEATH	–	50	2	INFLICT POISON ON ONE ENEMY	X	–	–	X	X	–
THE DEVIL	–	50	2	INFLICT CURSE ON ONE ENEMY	X	–	–	X	X	–
THE MOON	–	50	2	INFLICT SLEEP ON ONE ENEMY	X	–	–	X	X	–
ASTROLOGER SEAL	–	35	2	TEMPORARILY DECREASE AN ENEMY'S MAGIC DEFENSE BY 3	–	–	–	X	X	–
KNIGHT SEAL	350	35	2	TEMPORARILY DECREASE AN ENEMY'S PHYSICAL DEFENSE BY 3	X	–	–	X	X	–
WIZARD SEAL	350	35	2	TEMPORARILY DECREASE AN ENEMY'S MAGIC ATTACK BY 3	X	–	–	X	X	–
WARRIOR SEAL	350	35	2	TEMPORARILY DECREASE AN ENEMY'S PHYSICAL ATTACK BY 3	X	–	–	X	X	–

SUPPORT ITEMS

ITEM NAME	PURCHASE	SELL	RARITY	EFFECTS	TREASURE	SHOP	GUILD	TRADE	MONSTER	EVENT/QUEST
ASTROLOGER BLOOD	–	25	2	TEMPORARILY INCREASE AN ALLY'S MAGIC DEFENSE BY 3	–	–	–	X	X	–
KNIGHT BLOOD	–	25	2	TEMPORARILY INCREASE AN ALLY'S PHYSICAL DEFENSE BY 3	X	–	–	–	X	–
WIZARD BLOOD	–	25	2	TEMPORARILY INCREASE AN ALLY'S MAGIC ATTACK BY 3	X	–	–	X	X	–
WARRIOR BLOOD	–	25	2	TEMPORARILY INCREASE AN ALLY'S PHYSICAL ATTACK BY 3	X	–	–	–	X	–
BEGINNER'S TEXT	4500	500	4	INCREASE AN ALLY'S SKILL LEVEL POINTS BY 50	–	–	X	–	–	–
BEGINNER'S BOOK	27000	3000	4	INCREASE ALL ALLIES' SKILL LEVEL POINTS BY 50	–	–	X	–	–	–
WORD OF SPIRIT	–	–	5	INCREASE MAXIMUM SP BY 25	–	–	–	–	–	X
WORD OF VIGOR	–	–	5	INCREASE MAXIMUM HP BY 25	–	–	–	–	–	X
TEXT OF POWER	–	–	5	INCREASE PHYSICAL ATTACK BY 3	–	–	–	–	–	X
TEXT OF SENSE	–	–	5	INCREASE MAGIC DEFENSE BY 3	–	–	–	–	–	X
TEXT OF STAMINA	–	–	5	INCREASE PHYSICAL DEFENSE BY 3	–	–	–	–	–	X
TEXT OF WISDOM	–	–	5	INCREASE MAGIC ATTACK BY 3	–	–	–	–	–	X

EQUIPMENT CUSTOMIZATION ITEMS

By using the items below you can customize your equipment to suit your needs. To customize your equipment, select Customize from your menu, choose the item you wish to customize, and then choose the slot. A list of available items will appear for you to choose from. Select an item and attach it to your equipment. Notice that the name of your equipment has changed to reflect the new trait you have added. You are now ready to take your new and improved equipment out to battle!

DON'T FORGET!



Equipment with a Rarity of 5 can't be customized.

ACCESSORY CUSTOMIZATION

ITEM NAME	PURCHASE	SELL	RARITY	EFFECTS	TREASURE	SHOP	GUILD	TRADE	MONSTER	EVENT/QUEST
AMBER DRAGON EYE	–	750	4	EXP +10%	–	–	–	–	–	X
DOWSING ROD	–	480	3	DROP RATIO +10%	X	–	–	–	–	X
GOLD SNAKE SKIN	–	480	3	GP + 10%	X	–	X	–	–	X
RED SUN STONE	–	300	2	DECREASE ARTS SP CONSUMPTION BY 10%. INCREASE ALL OTHERS BY 5	–	–	–	–	–	X

WEAPON CUSTOMIZATION

ITEM NAME	PURCHASE	SELL	RARITY	EFFECTS	TREASURE	SHOP	GUILD	TRADE	MONSTER	EVENT/QUEST
MANTIS NAIL	–	750	4	CRITICAL ATTACK +10%	–	–	–	–	X	X
BEAR PAW	6750	750	4	BACKSTAB – BACK ATTACKS ARE ALWAYS CRITICAL	–	–	X	–	–	–
FIRE MOUSE SKIN	–	300	2	ADDS FIRE DAMAGE TO REGULAR ATTACK	X	–	–	–	X	–
OLM SHELL	–	300	2	ADDS WATER DAMAGE TO REGULAR ATTACK	X	–	X	–	–	–
SOIL BUG ANTENNA	–	300	2	ADDS EARTH DAMAGE TO REGULAR ATTACK	X	–	X	–	–	–
WING OF LUFU	–	300	2	ADDS WIND DAMAGE TO REGULAR ATTACK	X	–	X	X	–	–
SLEEPING POWDER	4800	480	3	ADDS SLEEP DAMAGE TO REGULAR ATTACK	X	X	–	–	–	–
SCORPION TAIL	4800	480	3	ADDS POISON DAMAGE TO REGULAR ATTACK	–	X	–	–	–	–
MIDORO FLAGELLUM	4800	480	3	ADDS CURSE DAMAGE TO REGULAR ATTACK	X	X	X	–	–	–

REMEMBER:

Another great way to improve your weapons is by using the Alchemy Factory in Canard's @Home. See the Guild Section in this guide for all the details you need to boost your weapon power through the study of Alchemy!



ARMOR CUSTOMIZATION

ITEM NAME	PURCHASE	SELL	RARITY	EFFECTS	TREASURE	SHOP	GUILD	TRADE	MONSTER	EVENT/QUEST
BODY EGG	–	480	3	MAX HP +10%	X	–	–	–	–	X
BODY SCALE	–	300	2	MAX HP +50	–	–	X	–	–	–
MIND SCALE	–	300	2	MAX SP +50	X	–	X	X	–	–
TURTLE CREST	3000	300	2	MAGIC DAMAGE -10%	–	X	X	–	–	–
TURTLE SHELL	3000	300	2	PHYSICAL DAMAGE -10%	–	X	X	–	X	–
IRON CREST	72500	1450	4	MAGIC DAMAGE -25	–	X	–	–	–	–
IRON SHELL	72500	1450	4	PHYSICAL DAMAGE -25	–	X	–	–	–	–
FIRE RESIST SEAL	–	700	4	FIRE DAMAGE -50%	X	–	–	–	–	–
CALM PROPELLER	–	700	4	WIND DAMAGE -50%	X	–	–	–	–	–
AQUA BOARD	–	700	4	WATER DAMAGE -50%	X	–	–	–	–	–
DUSTPROOF LENS	–	700	4	EARTH DAMAGE -50%	–	–	–	–	X	–
CAFFEINE DRINK	3000	300	2	NULLIFY SLEEP	–	X	X	–	–	–
CLEANSING PILL	3000	300	2	NULLIFY POISON	X	X	–	–	–	–
JINX'S BANE	3000	300	2	NULLIFY CURSE	–	X	X	–	–	–
DREAM WOOD LEAF	3000	300	2	COUNTER WITH SLEEP WHEN HIT	X	X	–	–	–	X
POISON LEAF	3000	300	2	COUNTER WITH POISON WHEN HIT	X	X	–	–	–	–
CURSE PLANT	3000	300	2	COUNTER WITH CURSE WHEN HIT	X	X	–	–	–	–



CHANGE YOUR MIND?

Customization is not permanent. You can remove and replace items on your equipment as often as you like. The item is not used up in the process, so you can customize your equipment to fit any situation!

SKILLS

Skills in The World are divided into Arts, Healing/Support, and Attack Skills. Arts skills are based on the weapon type but healing and attack skills can be learned by anyone. The tables below list the various skills available.

ARTS

WEAPON	SKILL	TYPE	RANGE	SP	EFFECT
BLADES	SHADOW FLASH	NORMAL	SINGLE (SMALL)	10	FIERCE LUNGE
BLADES	OGRE SWORD	NORMAL	RANGE (SMALL)	12	QUICK SWORD DRAW
BLADES	LATERAL MOON	AERIAL	SINGLE (MEDIUM)	15	POWERFUL STRIKE UPWARD
BROADSWORDS	TIGER BLITZ	NORMAL	SINGLE (SMALL)	12	POWERFUL V EDGE
BROADSWORDS	TWIN MOONS	AERIAL	SINGLE (SMALL)	15	STRIKE UPWARD
BROADSWORDS	BONE CRUSHER	PIERCE	RANGE (MEDIUM)	21	WHIRLWIND ATTACK
BROADSWORDS	ARMOR PIERCE	PIERCE	SINGLE (SMALL)	18	STRIKE UPWARD
DUAL SWORDS	GALE BLADE	NORMAL	SINGLE (SMALL)	10	THREE CONSECUTIVE ATTACKS
DUAL SWORDS	SPARROW COUNTER	AERIAL	SINGLE (SMALL)	15	FLOAT AND SLAM DOWN ENEMY
DUAL SWORDS	SWORD DANCE	NORMAL	RANGE (SMALL)	12	ATTACK BY CREATING CIRCULAR AIR ON THE BLADE
BAYONETS	THORN SHOT	NORMAL	RANGE (SMALL)	15	JUMP AND SWEEP WITH THE GUN
BAYONETS	PLECTRA BULLET	PIERCE	RANGE (SMALL)	18	DOUBLE SHOT
BAYONETS	THUNDER SPARK	AERIAL	RANGE (SMALL)	22	RAPID-FIRE UPWARDS
GAUNTLETS	RAPID ATTACK	NORMAL	SINGLE (SMALL)	12	RUSH WITH STRIKE AND KICK
GAUNTLETS	KING HAMMER	PIERCE	SINGLE (SMALL)	15	PURSUIT ATTACK TO BREAK DOWN ENEMY GUARD
LANCE	AIR RAID	AERIAL	SINGLE (SMALL)	15	THRUST UPWARD
LANCE	THORN DANCE	PIERCE	SINGLE (SMALL)	18	BREAK THROUGH THE ENEMY'S DEFENSES BY FORCE

HEAL/SUPPORT

SKILL	SP	EFFECT
REPTH	16	RECOVER AN ALLY'S HP BY 100
UI REPTH	47	RECOVER AN ALLY'S HP BY 200
RIP DUK	15	CURE AN ALLY'S POISON
RIP MAJ	15	CURE AN ALLY'S CURSE
RIP MUMYN	21	CURE AN ALLY'S SLEEP

ATTACK SPELL

SKILL	SP	EFFECT		
RUE KRUZ	NORMAL	SINGLE(SMALL)	21	TOSS AN ENEMY UP WITH WATER
GAN BOLG	PIERCE	RANGE(SMALL)	33	BOULDERS FALL FROM THE SKY
VAK DON	PIERCE	RANGE(SMALL)	37	FIREBALLS FALL FROM THE SKY
ZAN ROM	AERIAL	RANGE(SMALL)	25	CREATE A TORNADO
DUK LEI	NORMAL	SINGLE(SMALL)	15	INFLICT POISON ON ONE ENEMY
MUMYN LEI	NORMAL	SINGLE(SMALL)	20	INFLICT SLEEP ON ONE ENEMY

BETTER PARTY



Strengthen your party by having them learn various skills. Your enemies won't know what hit them!

TRADE

The old saying that "one man's trash is another man's treasure" holds true in The World. One of the best ways to get good equipment early on in the game is through Trading. Many of the items you find while adventuring are of little use to you as equipment, but may be very useful in trades with others. When visiting a town, make it a point to see what other characters are willing to trade. You often get more useful equipment by trading an item you don't need for something you can use, instead of selling it at a shop and pocketing the cash.

To begin trading, talk to a PC and choose Trade from their menu and then press the ✕ button to bring up what items they have for trade.

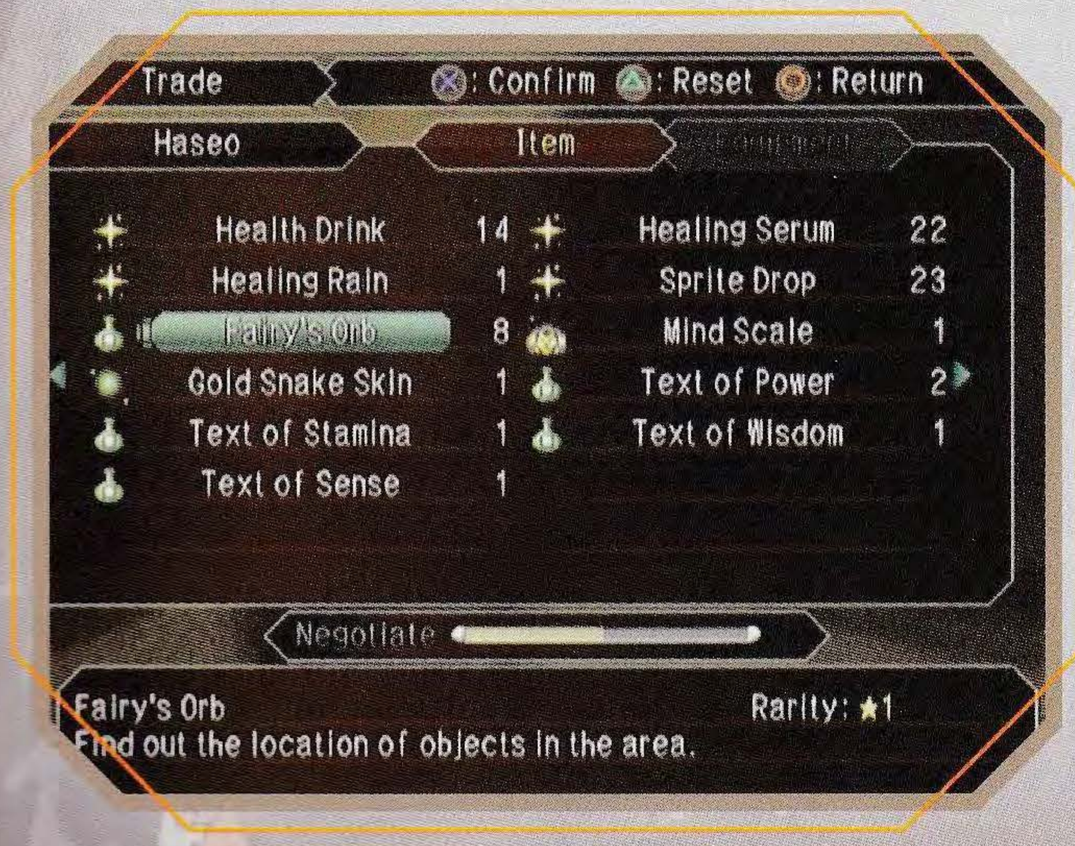




Next, choose which item you want to trade for. You can only trade for one item at a time.

Once you have chosen an item (and quantity if applicable) hit the ◉ button again to return to the main trade screen. Now, move over to your trading screen on the left and hit the ✕ button.

Choose which item(s) you want to trade. Use the Negotiate meter in the lower center of the trading screen to see if your offer is acceptable. You can choose up to five different items to offer in trade for the item you want.



Once the Negotiate meter is full and you have the "Trade OK!" message you are ready to complete the trade. Hit the ◉ button to return to the main trading screen. Highlight the center trade bar and hit ✕ to complete the trade and get your item!



TRADE EARLY, TRADE OFTEN

Be sure to trade with your party members! Not only do they have useful items and equipment, but trading with them helps you progress toward the party interaction goal in the Book of 1000.



The tables below list the items that a character can have for trading. If a character doesn't have the item you want when you first attempt a trade, talk to them again later. They may not have all of these items on them at all times.

PARTY MEMBERS

Name	Job Class	Items
Asta	Edge Punisher	Revival Medicine, Warrior Seal, Knight Seal
IYOTEN	Blade Brandier	Health Drink, Revival Medicine, Sprite Drop
Gaspard	Shadow Warlock	Health Drink, Revival Medicine, Sprite Drop, Water Baiyan
Silabus	Blade Brandier	Health Drink, Sprite Drop, Healing Serum, The Death, The Devil, The Moon, Wind Piney, Spin Kouga, Wrath Altair, Crown of Lu Ming
Kuhn	Steam Gunner	Health Drink, Sprite Drop, Healing Serum, Water Bayonet, Wrath Altair. Spin Kouga
Pi	Tribal Grappler	Health Drink, Revival Medicine, Sprite Drop, Warrior Blood, Weird Black Tea, Tiger Fist, Absorb Metal, Water Bayonet, Loose Plate
Piros the 3rd	Lord Partizan	Antidote Soda, Blessing Soda, Stimulant Soda, Vigor Yin Yang, Golden Spear

PLAYER CHARACTERS

Player Name	Items
1/2	Health Drink, Wing of Lufu, Tornado, Spin Corpse, Water Axe, Fire Axe
Abcinian	Weird Black Tea, Astrologer Seal, Wizard Seal, Wing of Lufu, Lance Law
Aira	Healing Rain, Sprite Drop, Magic Hosei, Curse Crest
AK47	Blessing Soda, The Devil, Wing of Lufu, Gun Fu Yue, Absorb Vest, Holy Vest
Aleneor	Healing Serum, Smoke Screen, Sprite Drop, Return Feather
Alice	Health Drink, Midoro Flagellum, Healing Serum, Life Scroll, Spell Baiyan
angel hair	Healing Rain, Sleeping Powder, Sprite Drop, Hellfire Scroll, Magic Hosei
Aralagi	Sprite Rain, Astrologer Seal, Wizard Seal, Lance Law
Aryosha	Weird Black Tea, Astrologer Blood, Wizard Blood, Wing of Lufu, Blade Thread
Ayame	Holy Potion, Knight Seal, Warrior Seal, Mind Scale
Ayuo	Revive Rain, Antidote Scroll, Revival Medicine, Simple Watch
B1u3	Health Drink, Dawn Bird Scroll, Sprite Drop
Barson	Health Drink, Sprite Drop, Scorpion Tale, Spell Xinzhu, Demon Attire, Vigor Attire
Battery Tomekichi	Blessing Soda, Wing of Lufu, The Devil, Gun Fu Yue, Water Hong
Black Pearl	Health Drink, Fairy's Orb, Sprite Drop, Tidal Scroll
Blue Eye Samurai	Holy Potion, Wizard Blood, Blade Thorns
Boltz	Wizard Seal, Astrologer Seal, Fire Law, Water Law
Cecile	Healing Serum, Revival Medicine, Return Feather, Sprite Drop, Smoke Screen
Chamee	Warrior Seal, Knight Seal, Fist Altair, Wrath Altair, Sleep Altair
Chamnosuke	Health Drink, Tidal Wave, Spin Man Que, Water Axe, Fire Axe
Chobi	Warrior Seal, Knight Seal, Fire Mouse Skin, Wall Plate, Sky Plate
Chrysanthemum	Revive Rain, Knight Seal, Warrior Seal, Sub Garment
Colt 31	Warrior Blood, Damp Yin Yang, Dry Yin Yang
-COOH	Health Drink, Body Scale, Healing Rain, Tidal Scroll, Rough Alloy
Corporal Yano	Wizard Blood, Astrologer Blood, Blade Thorns
Dimitri	Healing Rain, Hellfire Scroll, Sprite Drop, Magic Hosei
DOMINATOR	Wizard Blood, Wing of Lufu, Astrologer Blood, Blade Thread, Dry Plate, Damp Plate
dr. D	Health Drink, Sprite Drop, Spell Xinzhu, Absorb Attire, Holy Attire
Dragonfly	Astrologer Seal, Wing of Lufu, Lance Law, Damp Metal, Dry Metal
Eddie	Knight Seal, Warrior Seal, Fire Mouse Skin, Fist Altair, Vigor Vest, Demon Vest
Encephalon	Healing Rain, Mind Scale, Revival Medicine, Loose Sheath, Dream Sheath, Haunt Sheath

PLAYER CHARACTERS

Player Name	Items
Eteman	Health Drink, Earth Spike, Broad Wheel, Holy Jiongjia, Absorb Jiongjia
Evil Woman	Health Drink, Olm Shell, Tidal wave, Poison Piney, Curse Piney
EXILE	Wizard Seal, Astrologer Seal, Olm Shell, Lance Yantie, Dream Alloy, Naja Alloy
Fang	Astrologer Blood, Blade Thread, Wrath Sun
Flamberge	Wizard Blood, Astrologer Blood, Wing of Lufu, Blade Thread, Wizard Pendant
Gates	Health Drink, Tidal Wave, Spin Man Que, Wrath Piney, Sleep Piney
Great Leo	Holy Potion, The Death, Antidote Soda, Broad Zhen
Heart in Brocade	Health Drink, Body Scale, Healing Rain, Tornado Scroll, Rough Alloy
Heavenly Flower	Holy Potion, Knight Blood, Warrior Blood, Gun Waves
Henako	Revive Rain, Beginner's Text, Revival Medicine, Simple Watch
Heretic	Healing Serum, Weird Black Tea, Return Feather, Sprite Drop, Smoke Screen
Hiira	Warrior Blood, Knight Blood, Gun Waves, Earth Hong
IGA	Health Drink, Smoke Screen, Sprite Drop, Fairy's Orb, Wrath Wings
Ingrid	Stimulant Soda, The Moon, Haunt Alloy, Dream Alloy
Inui	Wizard Blood, Astrologer Blood, Naja Sheath, Wing of Lufu, Blade Thread
Ishikari Cat	Health Drink, Body Scale, Healing Rain, Hellfire Scroll, Rough Alloy
Isolde	Health Drink, Priest Scroll, Healing Serum, Spell Baiyan
Jade	Healing Serum, Revival Medicine, Return Feather, Sprite Drop, Smoke Screen
JJ	Warrior Seal, Knight Seal, Sleep Altair, Wrath Altair, Fist Altair
Joanna	Health Drink, Sprite Drop, Spell Xinzhu, Naja Garment, Dream Garment
Kanko	Healing Rain, Avalanche Scroll, Sprite Drop, Magic Hosei
Katar	Health Drink, Tornado, Spin Corpse, Wrath Piney, Sleep Piney
Kazuki	Health Drink, Fire Storm, Spin Kouga, Curse Piney, Poison Piney
Kiira	Health Drink, Wing of Lufu, Tornado, Wind Axe, Earth Axe
Kunio	Wizard Blood, Astrologer Blood, Blade Thorns, Brave Pendant, Wizard Pendant
Lettuce Taro	Healing Serum, Smoke Screen, Hellfire Scroll, Sprite Drop, Return Feather
Lieutenant Okada	Wizard Blood, Astrologer Blood, Wall Plate, Sky Plate
Lonely Wolf	Health Drink, Earth Spike, Broad Wheel, Dream Sheath
Machida Man	Healing Serum, Return Feather, Sprite Drop, Smoke Screen, Wrath Wings

PLAYER CHARACTERS

Player Name	Items
Madame Insane	Antidote Soda, The Death, Broad Zhen, Wrath Wings
Mark	Revival Medicine, Warrior Seal, Sub Garment
MAXBURST	Health Drink, Healing Serum, Spell Baiyan, Antidote Scroll
Menou	Healing Serum, Sprite Drop, Dawn Bird Scroll
meruru	Sprite Rain, The Death, Antidote Soda, Fire Mouse Skin, Broad Zhen
Midnight-Head	Healing Serum, Sprite Rain, Sprite Drop, Return Feather, Smoke Screen,
Mihirogi	Healing Serum, Smoke Screen, Sprite Drop, Return Feather, Poison Altair, Curse Altair
Mikatan	Revive Rain, Warrior Seal, Sprite Rain, Knight Seal, Fist Altair
Mile	Blessing Soda, The Devil, Wing of Lufu, Brave Pendant, Wizard Pendent
Moonlight Dance	Healing Drink, Priest Scroll, Healing Serum
Nagare	Health Drink, Fairy's Orb, Sprite Drop, Return Feather, Sleep Crest, Curse Crest
Nagi	Healing Rain, Sleeping Powder, Sprite Drop, Tidal Scroll, Magic Hosei
NAOO	Health Drink, Smoke Screen, Sprite Drop, Fairy's Orb, Wind Omen
NiangNiang	Health Drink, Weird Black Tea, Fairy's Orb, Sprite Drop, Smoke Screen
Ninjato	Health Drink, Tornado, Spin Corpse, Water Axe
Nogmung	Warrior Seal, Knight Seal, Sub Garment, Wrath Sun
NonBE	Health Drink, Sprite Drop, Revive Rain, Fairy's Orb, Sprite Rain, Return Feather
Nuada	Health Drink, Body Scale, Healing Rain, Poison Crest, Rough Alloy
Oimatsu	Knight Seal, Fire Mouse Skin, Fist Altair, Naja Garment
Olive	Health Drink, Weird Black Tea, Earth Spike
Onyx	Wizard Seal, Earth Law
Ookami Itto	Warrior Seal, Knight Seal, Sub Garment, Naja Sheath
Pale	Warrior Blood, Knight Blood, Soil Bug Antennae, Wind Hong, Gun Waves, Earth Hong
Pen Pen	Healing Rain, Sprite Drop, Magic Hosei, Wall Yin Yang
Pilgrim	Health Drink, Tornado, Spin Corpse, Earth Axe, Wind Axe
Pochi	Revival Medicine, Warrior Seal, Knight Seal, Fire Mouse Skin, Fist Altair
Pokuri	Health Drink, Midoro Flagellum, Healing Serum, Spell Baiyan, Fire Omen
Punisher	Warrior Blood, Knight Blood, Gun Ocher, Fire Hong, Water Hong
Quasar	Sprite Rain, The Death, Antidote Soda, Broad Zhen
Rental Daughter	Healing Serum, Return Feather, Sprite Drop, Priest Scroll
Rider Chyob	Knight Seal, Fist Altair, Curse Altair, Poison Altair
Ruby	Astrologer Blood, Wing of Lufu, Blade Thread

PLAYER CHARACTERS

Player Name	Items
Rudolph	Health Drink, Sprite Drop, Life Scroll, Fairy's Orb, Return Feather
Sagittarius	Health Drink, Fire Storm, Spin Kouga, Curse Piney
Sapphire	Health Drink, Tornado, Spin Corpse, Wrath Piney, Sleep Piney
Schrodinger	Healing Rain, Sleeping Powder, Sprite Drop, Tidal Scroll,
Senion	Wizard Blood, Astrologer Blood, Blade Thorns, Haunt Sheath, Dream Sheath
Shirochan	Stimulant Soda, The Moon, Broad Tu Wan, Demon Jiongjia, Vigor Jiongjia
SideWinder	Warrior Blood, Knight Blood, Gun Ocher, Water Hong, Fire Hong
Sky	Holy Potion, The Death, Antidote Soda, Fire Mouse Skin, Broad Zhen
Suzuki Pig	Sprite Rain, Wizard Blood, Astrologer Blood, Blade Thorns
Syake	Healing Rain, Revival Medicine, Mind Scale, Avalanche Scroll, Loose Sheath
Takowaza380Yen	Weird Black Tea, Knight Seal, Warrior Seal,
Tanu	Healing Rain, Sleeping Powder, Sprite Drop, Hellfire Scroll, Magic Hosei, Wing of Lufu
Tiphereth	Sprite Rain, The Moon, Stimulant Soda, Broad Tu Wan
TomCat	Warrior Blood, Knight Blood, Gun Ocher, Dry Plate, Damp Plate, Fire Mouse Skin
Towa	Health Drink, Dawn Bird Scroll, Sprite Drop, Scorpion Tale, Spell Xinzhu
tres	Healing Serum, Revive Rain, Avalanche Scroll, Body Scale, Loose Sheath
Trigger	Health Drink, Body Scale, Healing Rain, Tornado Scroll, Rough Alloy
Ubadama	Health Drink, Tidal Wave, Wind Axe
Vanguard	Health Drink, Tidal Scroll, Healing Rain, Rough Alloy
Vergilius	Healing Serum, Revive Rain, Sprite Rain, Loose Sheath
Wang Lin	Wizard Seal, Olm Shell, Revive Rain, Lance Yantie
Wise Dragon	Health Drink, Body Scale, Healing Rain, Rough Alloy, Change Pendant, Medic Pendant
Yatsuhusa	Stimulant Soda, The Moon, Broad Tu Wan, Sky Metal, Wall Metal
Yoko	Holy Potion, The Moon, Stimulant Soda, Olm Shell
Yoshio	Health Drink, Smoke Screen, Sprite Drop, Priest Scroll



BESTIARY

The tables below list all of the monsters you will find in The World, as well as their parameters and skills. These enemies have been listed in order by level for easy reference.

NORMAL MONSTERS



TRUFFLE

LEVEL	SIZE	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
2	L	137	14	EARTH	2	8	1	3	1	2	1	3	1	1	WRATH OF FUNGI

GOBLIN ROOKIE

LEVEL	SIZE	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
3	S	102	18	–	2	5	1	3	1	1	1	1	1	1	GOB HELP





ZAN BEZEL

LEVEL	SIZE	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
3	S	109	18	WIND	2	5	1	4	1	1	2	1	1	1	GALE DANCE

RUE FANG

LEVEL	SIZE	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
3	S	162	32	WATER	3	9	2	5	1	2	1	1	1	1	SCREW DRIVE, RUE KRUZ





VAK BEZEL

LEVEL	SIZE	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
4	S	117	22	FIRE	2	5	1	5	2	1	1	1	1	1	FLAME DANCE

GAN FANG

LEVEL	SIZE	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
5	S	228	44	EARTH	3	8	2	6	1	1	1	2	1	1	GAN BOLG, SCREW DIVE





WILD KETTLE

LEVEL	SIZE	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
7	S	171	27	–	5	9	2	6	2	1	1	1	1	1	HEAD BUTT



LIZARD HUNTER

LEVEL	SIZE	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
8	S	256	39	–	12	12	2	12	1	2	1	2	1	2	AMBUSH

BRAVO NOSE

LEVEL	SIZE	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
8	L	401	155	–	11	17	8	13	1	1	1	2	1	1	HEAVY FLAIR, EARTHQUAKE





GOBLIN MAGE

LEVEL	SIZE	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
9	S	246	94	WATER	10	12	4	15	2	4	3	3	3	3	RUE KRUZ, REPTH

VAK FANG

LEVEL	SIZE	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
9	S	259	74	FIRE	8	14	3	11	3	1	2	2	2	2	VAK DON, SCREW DIVE





ZAN FANG

LEVEL	SIZE	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
10	S	268	85	WIND	9	15	3	12	2	2	3	1	2	2	SCREW DIVE, ZAN ROM

GOBLIN MAGE

LEVEL	SIZE	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
11	S	289	105	WIND	11	13	5	17	3	3	5	2	3	3	ZAN ROM, REPTH





GAN BEZEL

LEVEL	SIZE	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
11	S	248	50	EARTH	14	14	5	16	3	3	2	5	3	3	GALE DANCE

ANGELIC GORE

LEVEL	SIZE	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
12	M	307	23	–	18	20	12	22	4	5	4	5	4	5	MUSCLE BOMBER





CHICKIE

LEVEL	SIZE	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
13	S	209	40	–	15	16	4	17	3	1	2	2	3	3	HELP CALL



GOBLIN MAGE

LEVEL	SIZE	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
15	S	322	113	FIRE	13	15	7	20	6	3	4	4	4	4	REPTH, VAK DON

RUE BEZEL

LEVEL	SIZE	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
15	S	268	64	WATER	16	17	7	18	3	7	4	4	4	4	WATER DANCE





GOBLIN MAGE

LEVEL	SIZE	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
17	S	346	128	EARTH	15	18	9	22	5	5	3	7	5	5	GAN BOLG, REPTH

RAVEN CLAW

LEVEL	SIZE	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
17	S	381	71	WIND	21	20	18	22	4	4	8	3	4	4	SONIC SHOT





GIGA MOUTH

LEVEL	SIZE	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
17	L	728	92	–	26	26	12	22	7	6	8	6	6	7	CONFUSION TONGUE, TONGUE DRUM

BUSTER KETTLE

LEVEL	SIZE	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
19	S	315	67	–	22	23	10	24	5	4	5	4	5	4	HEAD BUTT, WHISTLE





GOBLIN GUARD

LEVEL	SIZE	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
20	S	–	378	64	17	18	8	18	4	5	4	5	5	4	GOB HELP

SPEAR FISH

LEVEL	SIZE	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
21	S	382	75	WATER	15	15	7	14	3	6	4	4	4	4	CHARGE





GOBLIN ABYSS

LEVEL	SIZE	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
21	M	418	152	FIRE	24	22	11	24	8	4	6	6	6	6	VAK DON



ZAN ZIGER

LEVEL	SIZE	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
23	S	393	91	WIND	15	16	10	15	3	3	6	2	3	3	SCREW DIVE, ROAR OF THE WILD

GOBLIN ABYSS

LEVEL	SIZE	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
23	S	486	178	EARTH	29	25	14	28	6	6	4	8	6	6	GAN BOLG





HECATON FOOT

LEVEL	SIZE	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
23	L	868	108	–	42	27	15	25	8	8	6	13	8	8	RUMBLING

LIZARD ASSASSIN

LEVEL	SIZE	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
24	S	454	81	–	32	17	8	15	2	3	3	2	3	2	AMBUSH





DRYGON

LEVEL	SIZE	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
26	L	1379	179	–	47	32	18	28	13	5	7	7	7	7	SCORCHING BREATH, INCUR WRATH

CARRIE

LEVEL	SIZE	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
27	S	427	85	–	48	25	15	30	8	9	8	9	7	9	REVENGE FOG





RUE ZIGER

LEVEL	SIZE	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
27	S	504	119	WATER	36	24	20	28	3	8	5	5	5	5	RUE KRUZ, SCREW DIVE, ROAR OF THE WILD

FEVER HORSE

LEVEL	SIZE	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
27	M	572	137	FIRE	33	22	43	29	21	5	10	11	5	4	BREATH OF FIRE





TRUFFLE

LEVEL	SIZE	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
29	L	512	148	EARTH	45	32	25	34	7	7	5	12	7	7	WRATH OF THE FUNGI, SPORE OF SLEEP

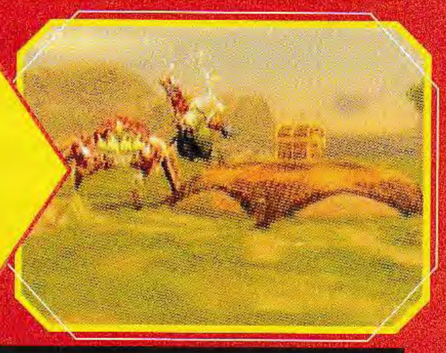


GOBLIN ABYSS

LEVEL	SIZE	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
29	M	487	215	WIND	32	27	30	30	7	7	15	5	7	7	ZAN ROM

RUBY CUTTER

LEVEL	SIZE	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
30	M	574	97	–	52	34	16	43	11	12	11	12	11	12	LAST CRAB DANCE





FAT LANCER

LEVEL	SIZE	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
32	M	607	136	–	59	34	12	37	10	12	10	12	12	12	DRILL LANCE

VAK ZIGER

LEVEL	SIZE	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
33	S	560	136	FIRE	55	32	25	35	13	5	7	8	7	7	SCREW DIVE, ROAR OF THE WILD





GOBLIN ABYSS

LEVEL	SIZE	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
33	M	618	237	WATER	43	33	24	38	7	12	9	9	9	9	RUE KRUZ, SCREW DIVE

ZAN JUGGLER

LEVEL	SIZE	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
35	S	645	134	WIND	49	30	39	29	12	11	18	6	9	9	GALE DANCE





GAN ZIGER

LEVEL	SIZE	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
35	S	672	148	EARTH	53	34	32	39	7	8	5	14	6	6	G AN BOLG, SCREW DIVE, ROAR OF THE WILD

CHICKIE DADA

LEVEL	SIZE	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
36	S	589	132	–	44	29	16	32	11	9	11	9	10	10	HELP CALL





HOLY EATER

LEVEL	SIZE	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
38	M	861	75	–	63	40	22	42	13	14	13	14	12	12	MUSCLE BOMBER, REPTH

HERMIT OWL

LEVEL	SIZE	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
38	L	1793	244	–	102	62	44	48	12	20	14	13	13	12	DEMONIC ROAR, CRACK, RUE KRUZ, ZAN ROM





LANCE MARINE

LEVEL	SIZE	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
39	S	710	146	WATER	56	32	32	37	7	17	12	11	12	11	CHARGE, WATER BULLET

ZAN JUGGLER

LEVEL	SIZE	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
39	S	701	148	FIRE	54	38	45	42	19	11	15	14	9	9	FLAME DANCE





GOBLIN SAGE

LEVEL	SIZE	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
41	S	789	234	WIND	56	30	40	51	12	12	19	9	12	12	ZAN ROM, FIRE

VAK JUGGLER

LEVEL	SIZE	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
41	S	737	155	EARTH	58	42	38	45	17	17	8	19	17	17	GAEA DANCE





APPETITER

LEVEL	SIZE	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
41	L	1997	154	–	106	60	36	43	13	6	8	8	8	8	CONFUSION TONGUE, TONGUE DRUM, GURMAN'S PRIDE

CARRIEANNE

LEVEL	SIZE	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
42	S	698	141	–	101	41	41	40	17	17	15	18	17	17	REVENGE FOG, ROAR OF THE WILD, DEMON BLAST 2





GOBLIN KNIGHT

LEVEL	SIZE	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
44	S	882	65	–	58	42	32	35	17	18	17	18	17	17	GOB HELP, GOB AXE

METAL FIST

LEVEL	SIZE	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
44	L	1921	181	–	73	35	23	45	15	13	13	15	14	14	LIMITER OFF, STEAM BULLET, SWIRLY PUNCH



RUE JUGGLER

LEVEL	SIZE	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
45	S	846	169	WATER	78	46	59	48	7	15	11	11	11	11	WATER DANCE





BLAZE DRAKE

LEVEL	SIZE	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
45	M	756	142	FIRE	61	48	55	45	32	17	23	22	9	9	BREATH OF FIRE

GOBLIN SAGE

LEVEL	SIZE	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
47	S	851	258	EARTH	59	38	45	59	13	13	10	21	13	13	GAN BOLG, UI REPTH





BLACK RAPTOR

LEVEL	SIZE	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
47	M	894	167	WIND	75	42	42	53	12	12	16	7	12	12	SONIC SHOT, RAPTOR'S BEAK

HORNED ARCHELON

LEVEL	SIZE	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
47	L	2078	181	–	106	42	25	51	16	9	9	19	12	12	RUMBLING





FATE CRAB

LEVEL	SIZE	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
48	M	827	140	–	82	52	30	51	9	16	13	13	13	13	LAST CRAB DANCE, UBER CRUSTACEAN

GAZE KNIGHT

LEVEL	SIZE	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
49	M	922	183	–	97	48	45	53	13	17	17	14	15	15	DRILL LANCE





GOBLIN SAGE

LEVEL	SIZE	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
50	S	846	275	FIRE	64	48	42	63	23	13	14	14	14	14	VAK DON UI REPTH

GOBLIN SAGE

LEVEL	SIZE	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
50	S	892	271	WATER	64	48	45	64	13	23	14	14	14	14	RUE KRUZ UI REPTH



BOSS MONSTERS



GUN GIANT

SIZE	LEVEL	HP	SP	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
L	5	354	115	8	15	4	8	1	1	1	1	1	1	SHOCKWAVE, BLAST WAVE

CRUMPLE TREE

SIZE	LEVEL	HP	SP	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
L	11	459	136	18	19	10	16	3	1	1	3	1	3	FOREST'S WRATH, TITON HOOD





TRAINEE OWL

SIZE	LEVEL	HP	SP	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
L	14	552	159	24	23	8	18	2	5	4	2	2	2	DEMONIC ROAR, CRACK, RUE KRUZ, ZAN ROM

STEAM SHELL

SIZE	LEVEL	HP	SP	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
L	20	773	97	15	21	15	20	8	7	6	7	9	8	LIMITER OFF, STEAM BULLET



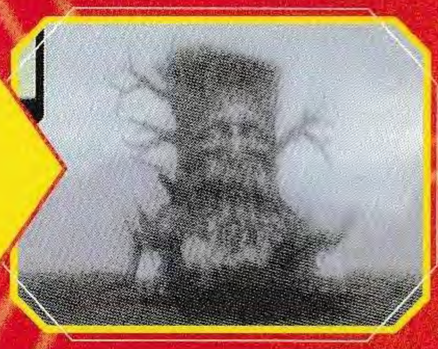


BAZ GIANT

SIZE	LEVEL	HP	SP	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
L	29	1492	219	72	45	25	36	10	10	9	13	10	10	SHOCKWAVE, BLAST WAVE

ELDER GROWTH

SIZE	LEVEL	HP	SP	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
L	35	1881	210	82	48	22	45	17	18	13	25	19	13	TITON HOOD, FOREST'S WRATH



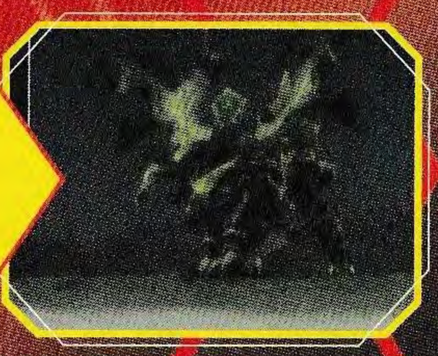


DON ELEPHANT

SIZE	LEVEL	HP	SP	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
L	32	1537	239	88	59	18	40	12	12	11	15	12	13	HEAVY FLAIL, EARTHQUAKE

DRYAS

SIZE	LEVEL	HP	SP	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
L	50	2234	242	128	84	58	78	25	24	35	18	24	23	TEMPEST BREATH, INCUR WRATH, ZAN ROM



TRI-EDGE

SIZE	LEVEL	HP	SP	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
L	47	2518	650	115	88	66	75	20	16	18	19	17	19	AZURE ARC, AZURE CLAW, AZURE FLAME



QUEST MONSTERS



WIGHT RIDE

SIZE	LEVEL	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
S	11	351	108	DARK	25	16	13	17	8	9	8	10	6	15	MOLD OF SLEEP

KNUCKLEMAN

SIZE	LEVEL	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
L	15	749	150	–	52	36	35	38	8	7	8	9	7	6	LIMITER OFF, STEAM BULLET





POISONED DEAD

SIZE	LEVEL	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
S	21	561	143	DARK	42	23	18	24	10	12	10	14	9	22	BODY SLAM, DARKNESS REASON

GURUGON

SIZE	LEVEL	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
L	25	1357	106	–	65	48	49	51	12	10	12	10	12	12	CONFUSION TONGUE, TONGUE DRUM, GURMAN'S PRIDE





MAD JAWS

SIZE	LEVEL	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
M	37	861	139	–	73	71	46	68	27	29	27	27	28	29	LAST CRAB DANCE

SCALVENGER

SIZE	LEVEL	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
M	37	792	148	WIND	69	39	32	38	11	12	14	10	11	11	SONIC SHOT, RAPTOR'S BEAK





LIVING CORPSE

SIZE	LEVEL	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
S	40	1058	191	DARK	84	56	67	74	18	18	16	17	16	19	FRIENDSHIP, DARKNESS REASON, CHAOTIC BLAST

GREAT JAWS

SIZE	LEVEL	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
L	40	1522	265	–	78	86	72	87	34	41	39	38	35	42	LAST CRAB DANCE, UBER CRUSTACEAN





CERNUNNOS

SIZE	LEVEL	HP	SP	ELEMENT	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	FIRE	WATER	WIND	EARTH	LIGHT	DARK	SKILLS
XL	47	4145	426	DARK	129	79	78	81	36	46	40	42	32	58	GREAT ROAR, DEMONIC WIND, DEAD STRUGGLE

ALWAYS BE PREPARED!



Always carry a few antidote items on you when facing monsters with skills that curse, poison, or sleep. Sharing these with your party is also a good idea in case you are the one caught snoozing while your party is battling around you.

While a few monsters can use some of the same skills used by players, below is a list of skills unique to monsters.

MONSTER SKILLS

TYPE	EFFECT
DRAIN	ATTACK DRAINS ENEMY'S HP
ROAR	INCREASES THE MONSTER'S OWN PARAMETERS
MIST	CAUSES A NEGATIVE STATUS EFFECT TO ENEMIES
SELF EXPLOSION	MONSTER SACRIFICES ITSELF, CAUSING DAMAGE TO NEARBY ENEMIES
SHOCK WAVE	CAUSES DAMAGE TO NEARBY ENEMIES AND KNOCKS THEM BACK
BREATH	CAUSES ELEMENTAL DAMAGE TO ENEMY DIRECTLY IN FRONT OF MONSTER
SUMMON MAGIC	CALLS ALLIES TO AID IN THE FIGHT

SKILL	SP	TYPE	ELEMENT
AMBUSH	15	PHYSICAL ATTACK	–
AZURE ARC	10	SHOCK WAVE	–
AZURE CLAW	12	PHYSICAL ATTACK	–
AZURE FLAME	15	ELEMENT ATTACK	FIRE
BLAST WAVE	20	SHOCK WAVE	–
BODY SLAM	12	PHYSICAL ATTACK	–
BREATH OF FIRE	15	ELEMENT ATTACK	FIRE
CHAOTIC BLAST	1	SELF-EXPLOSION	–
CHARGE	15	PHYSICAL ATTACK	–
CHARGE	35	PHYSICAL ATTACK	–
CONFUSION TONGUE	12	PHYSICAL ATTACK	–
CRACK	10	SHOCK WAVE	–
DARKNESS REASON	24	DRAIN	–
DEAD STRUGGLE	20	DESCEND MAGIC	–
DEMON BLAST	1	SELF-EXPLOSION	–
DEMON BLAST 2	1	SELF-EXPLOSION	–
DEMONIC ROAR	8	ROAR	–
DEMONIC WIND	12	BREATH	DARK
DRILL LANCE	12	PHYSICAL ATTACK	–
EARTHQUAKE	10	SHOCK WAVE	–
FLAME DANCE	16	ELEMENT ATTACK	FIRE
FOREST'S WRATH	10	SHOCK WAVE	–
FRIENDSHIP	8	SUMMON MAGIC	–
GAEA DANCE	16	ELEMENT ATTACK	EARTH
GALE DANCE	16	ELEMENT ATTACK	WIND
GOB AXE	12	PHYSICAL ATTACK	–
GOB HELP	8	SUMMON MAGIC	–
GREAT ROAR	8	ROAR	–
GURMAN'S PRIDE	2	ROAR	–
HEAVY FLAIR	12	PHYSICAL ATTACK	–
HELP CALL	8	SUMMON MAGIC	–
INCUR WRATH	10	SHOCK WAVE	–
LAST CRAB DANCE	12	PHYSICAL ATTACK	–
LIMITER OFF	8	ROAR	–
MOLD OF SLEEP	20	MIST	–
MUSCLE BOMBER	20	PHYSICAL ATTACK	–
POISONOUS FOG	20	MIST	–
RAPTOR'S BEAK	20	PHYSICAL ATTACK	–
REVENGE FOG	28	MIST	–
REVENGE FOG 2	28	MIST	–

SKILL	SP	TYPE	ELEMENT
ROAR OF THE WILD	8	ROAR	–
RUMBLING	10	SHOCK WAVE	–
SCORCHING BREATH	25	ROAR	FIRE
SCREW DIVE	12	PHYSICAL ATTACK	–
SHOCKWAVE	12	GUN ATTACK	–
SONIC SHOT	15	ELEMENT ATTACK	WIND
SPORE OF SLEEP	20	MIST	–
STEAM BULLET	10	SHOCK WAVE	–
SWIRLY PUNCH	12	PHYSICAL ATTACK	–
TEMPEST BREATH	25	BREATH	WIND
TITON HOOD	20	MIST	–
TONGUE DRUM	10	SHOCK WAVE	–
UBER CRUSTACEAN	8	ROAR	–
WATER BULLET	16	ELEMENT ATTACK	WATER
WATER DANCE	16	ELEMENT ATTACK	WATER
WHISTLE	8	ROAR	–
WRATH OF FUNGI	16	ELEMENT ATTACK	EARTH

HELP! HELP!

Don't underestimate monsters such as Goblins and Chickies that have the call for help skill. Just as you think you are nearing the end of the fight, more enemies may appear. When taking on these monsters, make sure you are ready to handle any of their friends that come to help.



AVATARS



AIDA <ANNA>		
Skill	**Damage**	**Notes**
Normal Shot	5	–
Kobold Bullet	8	Fires 3 bullets at once
Algol Laser	100	Can hit a maximum of three times, invulnerable to stun while in effect



TARVOS		
Skill	**Damage**	**Notes**
Normal Shot	20	–
Orb of Revenge	110	Stuns on hit
Stake of Death	50-300	Damage depends on number that hit
Data Drain	350	Reduce damage by smashing all buttons repeatedly



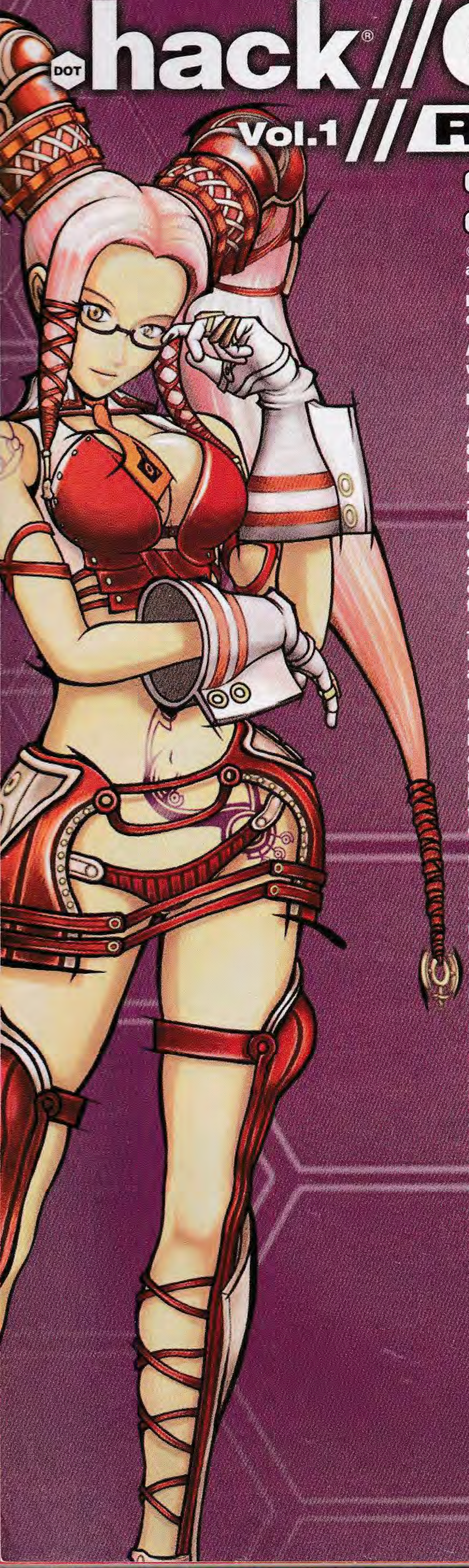
MAGUS		
Skill	**Damage**	**Notes**
Normal Shot	25	–
Leaf Guard	10	Immune to stun when in effect
Unforgiving Bud	100	Fires multiple thorns
Flash of Green	100	Immune to stun while in effect



MACHA		
Skill	**Damage**	**Notes**
Normal Shot	5	–
Scratch Attack	7 and 12	Two stage attack
Bolt of Love	30	Immune to Stun while in effect
Seductive Voice	0	Movement is halved when hit
Bewitching Wind	10	Blows enemy back if too close, immune to stun while in effect
Data Drain	Max 350	Reduce damage by smashing all buttons repeatedly



AZURE FLAME GOD		
Skill	**Damage**	**Notes**
Normal Shot	20	–
Azure Fire Ball (Main Body)	120	Divides into offshoots
Azure Fire Ball (Off Shoots)	20	Off shoots of the Main Body
Azure Tiger Claws	50	Immune to Stun when in use
Azure Wild Flower	300	Knocks down, by smashing your face into the ground Immune to stun while in effect
Data Drain	Max 350	Reduce damage by smashing all buttons repeatedly



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